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Odo and the Dominion
Fighting against his own people



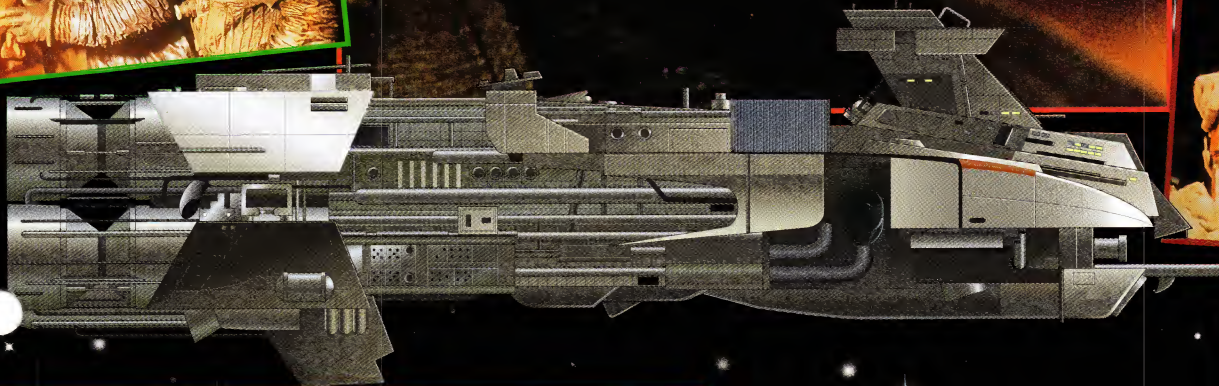
Starfleet Captains
The pressures of command



Trill Docent Program
Training potential Trill hosts

The Malon Civilization
Polluting the Delta Quadrant

Dr. Crell Moset
Unethical surgeon



THE VIDIIAN SHIP
Hunting unwilling donors

ISSN 1364-3983



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THE OFFICIAL STAR TREK[®] FACT FILES



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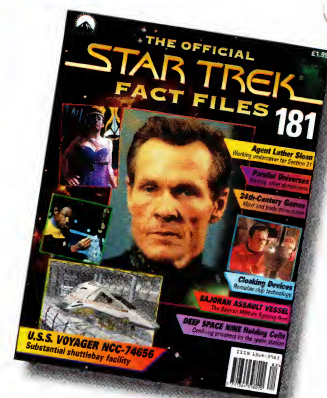
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 120

THE MALON



OTHER GROUPS
AND RACES

The Malon have been described as the scourge of the Delta Quadrant. The race poisons space with deadly theta radiation without regard for other worlds, in order to preserve the beauty of their own.

The Malon, a humanoid race with flattened facial features, are proud of their beautiful planet, their advanced industrial civilization, and their close family ties. This technological paradise, however, comes at a price – one which threatens both the Malon's own citizens and other races in the **Delta Quadrant**.

In order to maintain their industrial output, the Malon produce more than 6 billion isotons a day of waste by-products, emitting deadly levels of **theta radiation**. This contaminated anti-matter is shipped out in freighters that may contain up to 90 million isotons of the substance – enough to

destroy everything in a 25 light year radius of the ship. Other cultures may work to reduce the amount of pollution that their production processes create, but the Malon seem to be concerned only with getting the dangerous substance as far away as possible, at the lowest possible cost.

Inefficient freighters

Malon Freighters are built and staffed with this philosophy in mind. Despite their technical sophistication, the huge vessels are poorly constructed. Their presence is easily detected by the theta radiation leaking from them. Over time, this radiation damages the structural integrity of the ship.

In the Delta Quadrant, Controller Emck poisons the night beings' void with his freighter's toxic waste.

The interiors of the freighters are shoddy and filthy.

Brave sacrifice

The waste disposal vessels are commanded by **Controllers**, Malon citizens who take on the duty despite the fact that exposure to the theta radiation halves their life expectancy. The radiation first causes blisters, known as **freighter blight**, on the face and skin, and gradually damages the victim's cellular structure irreversibly. This biological degradation affects all who



go out on the **Malon Freighters**. Despite the dangers, however, the job of Controller is seen as a public service, and children dream of following their parents into the trade.

The highest price in terms of the cost to health is paid not by the

Controllers and other high-ranking crew, but by those who are called **core laborers**. These unfortunates work nearest the toxic waste, and only three out of ten are expected to survive each mission. Core laborers do it for the credits: they can

RACE FOR TECHNOLOGY

Waste disposal

Rather than improve their own waste disposal methods, the Malon generally seem much more interested in obtaining technology that might allow them to find more distant and economical places to dispose of the contaminated anti-matter. In 2375, they try to hijack a Federation probe with multi-spatial capabilities, which could help the Malon find fresh dumping grounds. The crew of the **U.S.S. Voyager NCC-74656** develop the **Delta Flyer** shuttle and beat the Malon in a race to retrieve the probe, while the **Malon Freighter** is destroyed with its crew.



The DELTA FLYER shuttlecraft is developed by the **U.S.S. VOYAGER** crew, and is used to retrieve the probe before the **MALON FREIGHTER** crew can reach it.



The Malon are also scavengers. A freighter crew attempts to steal the U.S.S. VOYAGER's lost probe.

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SEE OTHER FILES...

STAR TREK: VOYAGER....File 71

Designation	Malon homeworld
Class	M
Quadrant	Delta
Inhabitants	Humanoid

Government Little is known about the structure of the Malon government. They would appear to be a capitalist race, although some Malon make great personal sacrifices for their families.

Environment The Malon homeworld is reportedly a remarkably beautiful planet with a technologically sophisticated civilization.

Features The Malon dump deadly theta radiation throughout the Delta Quadrant.

Starship log Star Trek: VOYAGER 'Night', 'Extreme Risk', 'Juggernaut'

GALAXY FACTS

▶ Controller Fesek is also an artist, and spends his time on the homeworld as a sculptor. He is willing to abandon the work he loves, however, to serve on a waste disposal freighter for half of the year.

▶ Pelk, Controller Fesek's younger associate, is married to Sivad. Female Malon do not appear to serve on the race's freighters.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 120

THE MALON



OTHER GROUPS AND RACES



▶ Controllers accept that the hazards of their job will probably cut their life expectancy in half.



▶ The Malon take pride in their families and children. Controller Pelk makes a toy ship for his colleague Controller Fesek's young son.

▶ No concessions are made to appearance or safety in MALON FREIGHTER design.



▶ Controller Fesek serves on MALON FREIGHTERS to provide for his wife and children.

like Emck, believe that it would eliminate what has become a lucrative, if dangerous, profession; others may not want the costs and changes that such a shift could entail.

The Malon have a well-deserved reputation throughout the Delta Quadrant for putting profits ahead of people. They often speak and think in terms of 'compensation' rather than ethics. When a freighter Controller drives off ships that are attacking *Voyager* in 2375, his first concern is getting repaid for the 13 charges that he fired.

Another Malon demands to be given a Federation probe in payment for the loss of one of their vessels, ignoring the fact that the ship was destroyed

because it was trying to steal the probe. In fact, the race appear to be universally disliked; when the members of the **Think Tank** want to conceal their identity, they have no problem convincing sector bounty hunters that it is the Malon who want *Voyager* captured.

Proud achievements

The Malon civilization does, however, have a positive side. Members of the race speak lovingly of their world's beauty, and they are proud of its advanced industrial civilization. They have developed plasma manifolds, powerful tractor beams, and sophisticated manufacturing capabilities. Though not all Malon benefit equally from the resulting economic wealth, it is still a highly productive and advanced world.

Strong family ties are also a hallmark of Malon culture. Some fathers are willing to become core laborers and face certain death for the sake of their children. Others take on only slightly less risky duties in order to ensure that their families will continue to enjoy a certain level of prosperity. Little is known about the race's spiritual beliefs, although the Malon do have simple but tasteful customs to mark the passing of a life. The dead person's eyes are closed by another Malon, who then touches his own eyes. Nothing is said, but that silent ritual honors the one who has died. They also have their own set of legends, such as the truth-based tales of the **Vihaar** monsters who live in the waste disposal tanks.

Selfish species

Many cultures place their own needs above those of others, but the Malon carry this selfishness to a deadly level. Not only does their refusal to explore the possibility of other alternatives endanger those around them, but they are willing to destroy their own people's lives rather than consider any alternative. Such shortsightedness will, almost certainly, destroy them, either by choking on their own waste, or by provoking the hostility of those they are poisoning. Either way, the families, beauty, and lives that the Malon are trying so hard to maintain may be gone.

earn more in two months than most Malon earn in a lifetime. They accept a virtual death sentence in exchange for the rich legacy they can leave their families.

Cost effective

The cost efficiency imperative encourages Controllers to take unethical shortcuts when disposing of their waste materials. In 2375, **Controller Emck** discovers a vortex that seemingly leads into a void;

he does not hesitate to dump his deadly cargo there, despite the fact that the area is inhabited by **night beings**. Emck uses his superior weaponry to fend off the life forms' attack, and only the timely arrival of the Federation ship **U.S.S. Voyager NCC-74656** stops his economically motivated genocide.

Even when offered the technology that would make this dumping unnecessary, the Malon refuse to accept it. Some,

THE VIHAAR

Outside help

In 2375, the **U.S.S. Voyager NCC-74656** comes across a derelict **Malon Freighter**. Beaming the only two survivors to sickbay, Captain Janeway learns from Controller Fesek that when the freighter explodes it will destroy everything within a three light year radius with theta radiation.

Controllers Fesek and Pelk join a *Voyager* away team back to the freighter, in order to access the control room and steer the vessel into a star. The away team are warned by Pelk of the **Vihaar** monster that lives in the toxic core, but Fesek dismisses this as a myth. It is later discovered that the **Vihaar** is really a core laborer who has mutated into a theta radiation life form. It sabotaged the freighter in an act of revenge.

▶ **Neelix** is selected for the away mission by Commander **Chakotay**, because of his experience on **TALAXIAN FREIGHTERS**.



▶ **B'Elanna Torres** finds the conditions on board the **MALON FREIGHTER** unbearable. Her face soon blisters – a sign of freighter blight.



THE
TRILLS

The Guide to the STAR TREK Galaxy

FILE 9

CARD 7



THE
TRILLS

TRILL FIELD DOCENT PROGRAM

The Trill field docent program is an important marker in the training and assessment of initiates. It is a forbidding experience for the potential host, but it can also be a challenge for even a seasoned joined docent.

The task of determining the suitability of Trill humanoids for joining with the highly-prized symbionts is lengthy and rigorous. More than 5000 candidates qualify for the training program each year, but on average only 300 symbionts are available, making competition extremely high. Most Trills are not joined until their mid-20's, giving the host a chance to develop and mature in their own right before making an informed decision about whether or not they wish to be joined. Many make their choice in childhood and strive toward that goal.

Potential hosts, known as initiates, must study intensively and undergo a

battery of competitive and psychological testing. The entire selection and training process is overseen by the **Trill Symbiosis Commission**, a government body with whom the final decision lies.

Field test

A vital part of this process is the **Trill field docent program**. It is more than just further assessment; it is the first time candidates must prove their mettle outside the cloistered environment of the Symbiosis Commission. The docent's main function is to show the initiate what it is like to function as a joined Trill in everyday life. The initiate might accompany a docent serving in **Starfleet** on a mission, for example, and watch them

Hopeful host

Trills who hope to become symbiont hosts are assigned a field docent, who judges whether the initiate is suitable for joining.

draw on their accumulated wisdom under stress. This period can be very arduous for the initiate, as a great deal of it involves the docent challenging the potential host in new and different ways.

All manner of joined Trills can become field docents; experience and age do not appear to be factors in their being selected for the role. Some are tougher taskmasters than others – the **Dax** symbiont, in its various host bodies, is known as the nightmare of the initiate core, eliminating 57 potential hosts over a



200 year period. **Jadzia**, later a recipient of the Dax symbiont and a field docent herself, was assigned to **Curzon Dax**, and admits she felt nauseous at the prospect. Jadzia's trepidation was well-founded – Curzon

recommended that her candidacy be terminated.

The program's guidelines are very clear, but the style of field docents clearly differ. Curzon was harsh, even abusive, but charming. He always demanded the highest standards of excellence from initiates assigned to him. Jadzia Dax later tells **Commander Benjamin Sisko** that Curzon sized her up in about 20 seconds flat, and then made the next two weeks the most miserable of her life.

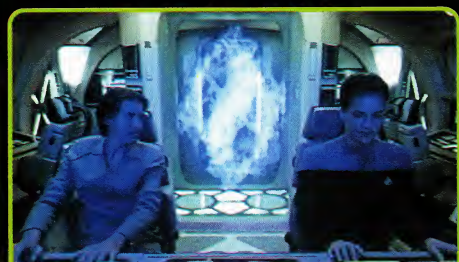
Informal docent

The lingering effect of this trauma means the more relaxed Jadzia prefers a less formal approach. She likes to throw initiates in at the deep end – a **Ferengi** game of **tongo**, for example – to see how they cope. She wants to see the real host candidate, rather than what they can do to impress her. To get this far, they have already had to prove their intellectual

WORKING TOGETHER

Indecision

When Jadzia Dax is assigned as the field docent to Arjin, she soon realizes that the young Trill has yet to decide if he really wants to be joined or not – he entered the initiate program simply to fulfill his father's dying wish. Jadzia believes she can help her initiate to make up his own mind by being quite tough with him. Arjin is hurt by Jadzia's sudden change of attitude, but teacher and pupil still work well together when they have to return a dangerous protouniverse to the Gamma Quadrant. Jadzia helps Arjin to realize that he has skills of his own, such as piloting, and that he should explore all his talents before making any firm decision.

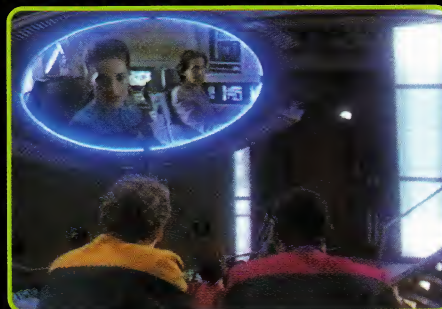


Study

Jadzia brings the protouniverse back to DEEP SPACE NINE for analysis.

Fine pilot

Arjin and Jadzia pilot the protouniverse back through the wormhole.



Snared

When Jadzia Dax and Arjin take the MEKONG RUNABOUT into the Gamma Quadrant, a protouniverse accidentally gets snared on the vessel's warp nacelle.

GALAXY FACTS

▶ Many of the Dax hosts have been field docents. Curzon Dax served on the Trill Symbiosis Commission, while Audrid Dax was the body's first female head.

▶ Some flexibility is built into the field docent program. Candidates can request reassignment if they are not happy with their chosen docent, but it is unknown how often these requests are granted.

aptitude -- Jadzia believes initiates must now confront the unexpected.

Traumatic as field training can be for the initiate, however, it can be equally daunting for the docent. Jadzia tells **Arjin** -- her first initiate, assigned to her in mid-2370 -- that she still feels a little like an initiate herself. She is only a few years older than him, and she well remembers the pressure of competition.

Harsh initiation

The work of the docent can also be hampered by their own memories of the experience; Jadzia Dax refuses to confront her initiate Arjin too harshly because of what that did



The Guide to the STAR TREK Galaxy

FILE 9

CARD 7



TRILL FIELD DOCENT PROGRAM



▶ Early bird

Arjin arrives for his training early, and interrupts Jadzia's wrestling session.

to her when she was under the tutelage of Curzon.

Field docents can also run into problems if they develop strong feelings for their initiate. Curzon fell in love with Jadzia, and washed her out of the program because of his frustration at being unable to act on his feelings. He felt so guilty that he later made no attempt to block her readmission, allowing Jadzia to become the only initiate ever to successfully reapply to the program after



▶ New experiences

Jadzia introduces Arjin to Klingon cuisine on DEEP SPACE NINE. The initiate is uncomfortable with food that crawls, however.

their field docent recommended they be dropped. Indeed, Curzon's harsh appraisal led Jadzia to try again with renewed determination.

Much of the symbiosis selection process is to



▶ Informal

Jadzia encourages Arjin to play a Ferengi game of tongo. She wants to get to know her initiate as a person rather than a potential host.

determine whether the potential host has strong enough instincts to balance the influence of the symbiont and its myriad personalities without becoming overwhelmed. Each host brings their own

distinctiveness and aspirations to the joining, in an ever-burgeoning mix of thoughts, emotions, and inspirations. The Trill field docent program is a vital gauge and test of this suitability.

THROWN IN AT THE DEEP END

Lack of training

In certain exceptional circumstances, Trills are joined with a symbiont without any of the usual demanding preparation and evaluation. The young Starfleet officer Ezri Tigan, who becomes host to the Dax symbiont at the beginning of 2375, never wanted to be joined, but circumstances leave her little option. She is the only Trill aboard the *U.S.S. Destiny* when Dax takes a turn for the worse while being ferried back to Trill, following the death of its former host, Jadzia. Ezri describes the experience as lying down on the operating

table as one person, and waking up as a completely different person.

The extent of Ezri's training is a 15-minute lecture from the ship's surgeon, who is not even a Trill. Her lack of preparation leads to all sorts of problems in the aftermath of the joining. When her mother comes to visit, Ezri says, "It's me -- Curzon." Fortunately it comes as no surprise to her mother that Ezri has trouble sorting out eight lifetimes of experiences. There are times she has to think about who she is now, such as when the *Deep Space Nine* station computer asks her to identify herself. Sometimes Ezri is not even sure if she is a man or a woman when she wakes up, until she pulls back the covers. Such problems are thankfully only intermittent, and Ezri demonstrates great willpower and strength of character in conquering them fairly quickly.

▶ Ezri's symbiont gives her a close connection to Captain Sisko, and she accompanies him on a mission to Tyree.



▶ Ezri feels lost and alone after her joining to Dax. She travels to Earth to ask Benjamin Sisko for help.



▶ The arrival of a new Dax so soon after Jadzia's death comes as a shock to the Sisko family.





SHIP:

U.S.S. ENTERPRISE NCC-1701-D

FACILITY:

VIP ACCOMMODATION

LOCATION:

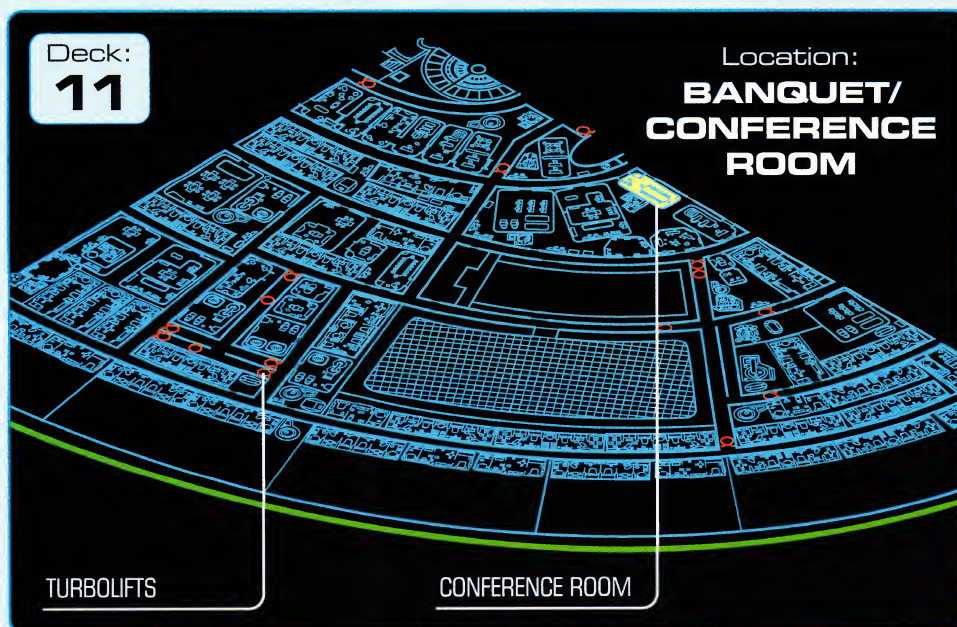
VARIOUS DECKS

Starfleet vessels have been equipped with the necessary facilities to support high profile ambassadorial duties, and the transportation of Very Important Persons, ever since the construction of *Constitution*-class ships in the 23rd century. The captain of a vessel may also have to perform official duties on behalf of the **United Federation of Planets**. The size of the *Galaxy*-class **U.S.S. Enterprise NCC-1701-D** allows for important meetings to be held in custom designed state rooms and facilities. High quality accommodation is also offered to visiting dignitaries, with guest suites allowing them to travel in comfort to and from conferences.

Visiting dignitaries to the *Enterprise* are split into three categories – senior Starfleet officers, Federation representatives, and nonaligned government officials or guests. Suitable accommodation is at the discretion of **Captain Jean-Luc Picard**, and the environmental conditions, food replicators, and security details can be adjusted to suit most eventualities. Security is often an important issue for dignitaries, especially if the vessel is acting as a liaison between warring factions. The supervisory duties regarding VIPs is often divided between the first officer and the head of security.

Location of guest suites

The design of the *Enterprise* allows for the separation of the **saucer section** from the **stardrive**, so provision for VIP accommodation is supplied within both sections of the ship. The engineering hull's main VIP quarters are located on the port outer edge of Deck 19, within the area's connecting spine. The quarters consist of a series of interlinked rooms, in close proximity to the vessel's main **turbolifts**. When the *Enterprise* is in normal flight mode, this accommodation is secondary to the facilities within the saucer section, although they often



prove invaluable when there are several guests staying on board, or when it is judged prudent to keep rival factions separate.

Directly beneath these guest quarters on Deck 20 is further VIP accommodation, provided for any consulting engineers that may be visiting the *Enterprise* for an inspection, or to carry out evaluation of the ship's systems. Located adjacent to the alternate captain's quarters, they allow easy access to the engineering section and are in close proximity to the chief engineer's private quarters.

Private facilities

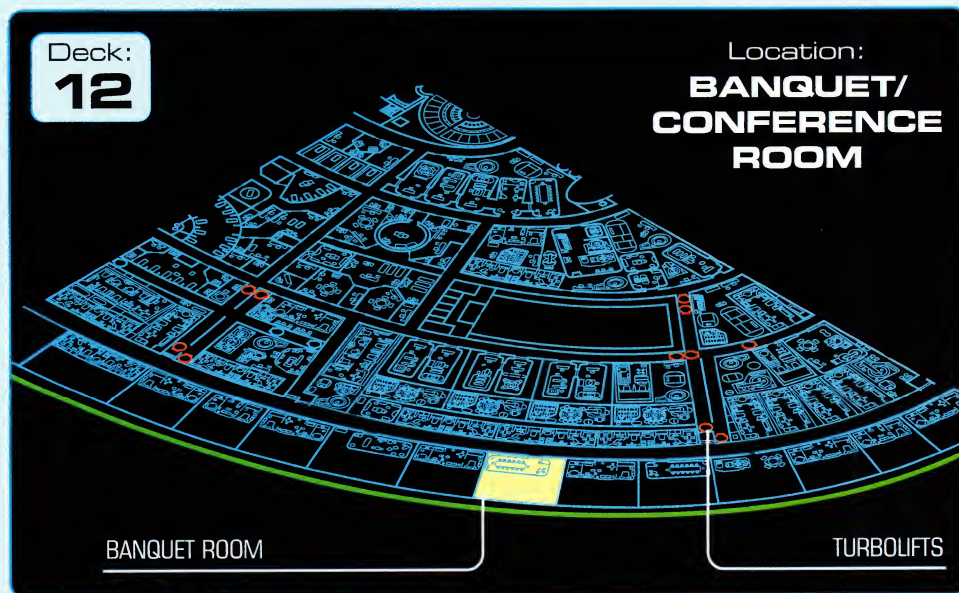
The primary VIP facilities are located on Deck 5 of the saucer module, toward the middle of the oval-shaped deck. Their location in close proximity to the lift within the shuttle



The U.S.S. ENTERPRISE's VIP conference rooms are designed to be flexible. The facility can be used as a banquet hall, or as a place to hold formal meetings with dignitaries. The room features the crest of the United Federation of Planets on the wall behind the long dining table.



The U.S.S. ENTERPRISE offers a high standard of accommodation and facilities for visiting dignitaries. In 2366, they are used to house important guests, such as Premier Bhavani, during negotiations for the rights to the Barzan wormhole.





Deck:

5

GUEST QUARTERS

TURBOLIFTS

Location:

**VIP GUEST
ACCOMMODATION**

maintenance bay allows dignitaries to access their quarters from the shuttlebay, or from the extensive turbolift network nearby. Designed to offer the highest standards of all facilities, the VIP quarters are relatively luxurious compared to many of the senior officers' living spaces.

Luxury decor

The typical interior of the VIP accommodation includes the use of selected pieces of furniture, which complement the interior design of the room, working with the concealed, diffuse lighting issuing from rectangular sections in the ceiling, and from partially concealed lighting at floor level. The sleeping and bathing areas are separate, and meet a similar standard of quality. The exterior corridors facing the main double entrance doors also continue this sense of luxury, presenting a feeling of exclusivity for every guest. The VIP's accommodation can be used for work as much as relaxation, with Deck

5 only a short distance from the **captain's ready room** and the main bridge on Deck 1. The accommodation area within the saucer section is also convenient for the banquet and conference suite, the most high-profile VIP room aboard the *Enterprise*, located on the port side of Deck 12.

Dining and conference areas

In keeping with the VIP accommodation, the interior of the banqueting and conference suite is spacious and does not conform to the standard Starfleet color schemes for personnel quarters. The walls are a light brown-orange, with a number of vertical strips breaking up the



▲ The VIP quarters are decorated with attractive furnishings and color schemes to suit the tastes of most guests. Unfortunately, they do not always please every visitor. The Betazoid Ambassador Lwaxana Troi, for example, is rarely satisfied with the quality of her accommodation.

smooth flat bulkhead surfaces. The dual function of this area permits the rearrangement of conference tables into a long buffet-style table. Guests are able to choose their own food from an extensive selection, and mingle with other dignitaries in a relaxed and informal setting. If the need arises, more formal meals can be served around a long narrow table, behind which is the Starfleet crest, with the words 'United Federation of Planets' inlaid directly below in silver lettering. The decor and lighting of the conference area reflects its flexibility, with the use of warm illumination from a number of small uplighters around the room helping to set the mood.

Decks:

19/20

VIP ACCOMMODATION

CONSULTING ENGINEER
VIP ACCOMMODATION

TURBOLIFTS

Location:

**CONSULTING
ENGINEER VIP
ACCOMMODATION**


▲ Some guest quarters are located in the ship's engineering hull, within close proximity to the main turbolifts. This can prove advantageous when the visiting VIP is an engineer or starship designer, such as Dr. Leah Brahms.



STARFLEET ACADEMY

PERSONNEL

STARFLEET CAPTAINS UPDATE

CAPTAIN BLACKWOOD

This **Starfleet** officer was the commander of the **U.S.S. Tombaugh**. Captain Blackwood was known to run a tight ship, and had a reputation for taking special pleasure in tormenting

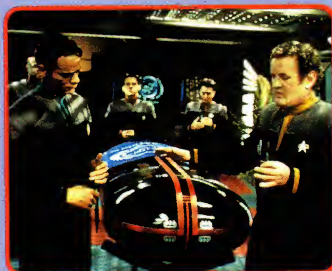
new recruits aboard his vessel, as **Ensign Stone**, fresh out of **Starfleet Academy**, discovered. The *Tombaugh*, along with her captain and crew, were assimilated by the **Borg** in 2362.

STARSHIP LOG: 'Infinite Regress' [VOY]

CAPTAIN CUSAK

Captain Lisa Cusak, commander of the **U.S.S. Olympia**, is the sole survivor of a quantum surge that disables and destroys her ship. Landing on a **Class-L** planet with a high carbon dioxide content, Cusak transmits an SOS, which is picked up by the **U.S.S. Defiant NX-74205** in 2375. As it will take three days to reach her, the *Defiant* crew take turns to talk to Cusak, telling her

of recent events in the **Alpha Quadrant**. Once the *Defiant* locates Cusak, however, it transpires that the energy barrier surrounding the planet has been distorting time. The crew are distressed to find that the brave captain died three years previously.



The crew of the U.S.S. DEFIANT discover Captain Lisa Cusak's skeleton on an inhospitable Class-L planet. Her remains are transported back to the ship, where Captain Sisko and his crew hold a wake for the brave and personable Starfleet captain.

STARSHIP LOG: 'The Sound of Her Voice' [DS9]

CAPTAIN DIEGO

Captain Diego is commander of one of the many **Federation** vessels involved in the **Dominion war** of 2375.

STARSHIP LOG: 'Sacrifice of Angels' [DS9]

CAPTAIN RANSOM

A former archeologist, **Rudy Ransom** is promoted to the rank of captain after making successful **first contact** with the **Yridians**. He is also given command of a **Nova-class** science vessel, the **U.S.S. Equinox NCC-72381**. Shortly after, the **sporocystian** life form known as the **Caretaker** pulls the ship into the **Delta Quadrant**, stranding the crew light years from home.

The *Equinox* suffers heavy damage in this unfamiliar region of

space; its **dilithium** is soon exhausted, and only a chance encounter with the **Ankari** race saves the crew from starvation. During their sojourn on the Ankari homeworld, Ransom and his officers come across **nucleogenic** life forms that emerge through fractures in space. When scans reveal that these creatures emit high levels of antimatter, Ransom decides to violate the **Federation's Prime Directive** by using the aliens as a power source that will bring the *Equinox* home

STARSHIP LOG: 'Equinox' Part I and II [VOY]

CAPTAIN BRAXTON

In the 29th century, **Starfleet's Temporal Integrity Commission** is responsible for investigating disturbances in the timeline. One of its members, **Captain Braxton**, believes that the **U.S.S. Voyager NCC-74656** is responsible for a temporal catastrophe that destroys Earth's solar system in his time. In 2373, *Voyager* and Braxton's **Federation Timeship**, the *Aeon*, are caught in a temporal rift and transported back in time. The *Aeon* lands on Earth in 1967 and is stolen by young entrepreneur **Henry Starling**. The theft strands Braxton in the past for 30 years, until *Voyager* eventually passes through the rift. The *Aeon* is subsequently destroyed; Braxton reappears from the rift with no memory of the incident, as the timeline has been repaired, thus negating his past encounters with *Voyager*.

Braxton encounters the crew of *Voyager* again in 2375. He has turned into a bitter, resentful man, who blames **Captain**

STARSHIP LOG: 'Future's End' Parts I & II, 'Relativity' [VOY]

Kathryn Janeway and her crew for all his misfortunes. His attempts to destroy their ship end in failure, and Braxton is taken into custody by his colleagues from the 29th century.



In 2375, Captain Braxton is captured before he can destroy the U.S.S. VOYAGER.



In the 29th century, Braxton commands the FEDERATION TIMESHIP AEON.

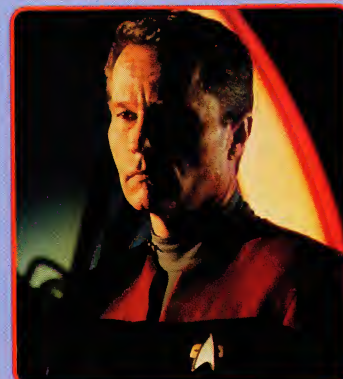
CAPTAIN RAMIREZ

Ramirez captains the **Defiant-class U.S.S. Valiant NCC-74210**, a **Starfleet** training ship crewed by **Starfleet Academy's** elite **Red Squad** cadets. Ramirez is fatally wounded in a **Cardassian** attack near **El Gatark**, and before he dies, passes command of the *Valiant* over to one of the cadets, **Tim Watters**.

STARSHIP LOG: 'Valiant' [DS9]

within 10 months.

The *Equinox* later makes contact with the similarly transplanted **Starfleet** ship **U.S.S. Voyager NCC-74656**. When his dark secret is uncovered, Ransom is willing to surrender to *Voyager's* **Captain Kathryn Janeway**, but many of the *Equinox's* remaining crew mutiny against their captain's decision. To make amends, Ransom helps to save *Voyager* from the attacking nucleogenic aliens, before nobly going down with the destroyed *Equinox*.



Captain Ransom violates the Prime Directive in order to get his crew home.



STARFLEET CAPTAINS UPDATE

CAPTAIN REYNOLDS

In 2375, **Captain Reynolds** commands one of the many **Federation** ships involved in the **Dominion** war.

STARSHIP LOG: 'A Time to Stand' [DS9]

CAPTAIN SOLOK

This captain of the **U.S.S. T'Kumbra**, a **Federation** ship with an entirely **Vulcan** crew, has twice been awarded the **Christopher Pike** medal for valor. **Solok** also attended **Starfleet Academy** with **Benjamin Sisko**. He once took on **Sisko** in an arm-wrestling competition, as he believed this would prove his thesis that **Vulcans** are superior to humans and other "emotionally handicapped" races. **Solok** did indeed win the contest, making **Sisko** a figure of fun for the rest of his academy days.

In 2375, **Solok** visits station **Deep Space Nine** to carry out repairs on the **T'Kumbra**; he cannot resist challenging **Captain Sisko** and his crew to a baseball game that will establish which of the two crews is superior at teamwork and sacrifice. **Solok** again wins the game, but his glory is diminished by **Sisko's** newly relaxed attitude to defeat.

STARSHIP LOG: 'Take Me Out to the Holosuite' [DS9]



▲ The rather smug **Vulcan Solok** believes that his race are superior to "emotionally handicapped" species.

▼ Ten years after humiliating **Benjamin Sisko** at **Starfleet Academy**, **Captain Solok's** ship docks at **DEEP SPACE NINE**. The **Vulcan** challenges **Sisko** and his officers to a baseball game.



CAPTAIN WONG

Captain Leslie Wong served as an instructor at **Starfleet Academy**, where he taught a young **Jadzia Dax**. He later assumes command of the **U.S.S. Cairo**, a **Federation** starship destroyed in 2374 by **Dominion** forces while on patrol in the **Romulan Neutral Zone**.

STARSHIP LOG: 'In the Pale Moonlight' [DS9]

CAPTAIN SHELBY

This officer commands the **U.S.S. Sutherland NCC-72015** in 2374. **Captain Shelby** owed **Lt. Jadzia Dax** a number of favors, and was therefore obliged to give **Lt. Manuele Atoa** a day off so that he could perform a fire dance at **Jadzia's** pre-wedding party.

STARSHIP LOG: 'You Are Cordially Invited' [DS9]



▲ Thanks to **Captain Shelby**, fire dancing is among the entertainment provided at **Jadzia Dax's** pre-wedding party. **Shelby** owes the **Trill** officer a few favors, and so, at **Jadzia's** request, he allows **Lt. Atoa** to attend the festivities.

CAPTAIN SWOFFORD

The **U.S.S. Cortez**, commanded by **Captain Quentin Swofford**, is destroyed by the **Jem'Hadar** in 2375. **Captain Benjamin Sisko** is devastated to learn of his old friend's death in battle; he had even introduced **Swofford** to his future wife.

STARSHIP LOG: 'Far Beyond the Stars' [DS9]

CAPTAIN WATTERS

Tim Watters is a young **Red Squad** cadet on board the **Defiant-class U.S.S. Valiant NCC-74210**. In 2374, he is promoted to captain after his commanding officer dies in battle with the **Cardassians**. **Watters** soon begins to plot his revenge, having spent several months trying to confirm rumors of a

massive new **Dominion** vessel. The pressures of command prove too much for such a young captain, however, and he resorts to injecting himself with stimulants. The **Valiant** is destroyed during a brief engagement with the new **Jem'Hadar Warship**, and **Watters** valiantly goes down with his ship.

▼ The young and inexperienced **Captain Tim Watters** is promoted prematurely by his dying commanding officer, **Captain Ramirez**.

STARSHIP LOG: 'Valiant' [DS9]



▲ **Watters** foolishly orders his crew to pursue and destroy a huge **JEM'HADAR WARSHIP**. He is killed during the subsequent conflict with the **Dominion** soldiers.

Vidiian Ship

The *Vidiian Ship* poses a threat to many species throughout the Vidiian region of the Delta Quadrant. The harvesting vessel aids the race's relentless pursuit of a cure for the phage.

Once a proud race of educators, artists, and explorers, the **Vidiians** have been reduced to dedicating all of their resources to finding an antidote to the deadly **phage**. The degenerative virus has been consuming their genetic codes and cellular structures for two millennia. Vidiian medical technology is years beyond that of the **Federation**, but the phage's ability to adapt and resist the race's immuno-technology endangers their future. Therefore, they are constantly looking for suitable candidates to harvest replacement organs from, and for suitable biomatter to replace their own decaying tissue. The Vidiians prefer to harvest from the already deceased, but more aggressive actions are sometimes taken.

The continuing search for donors is served by a variety of Vidiian vessels, such as the **Vidiian Ship**. More boxy than elegant, the reddish-brown *Vidiian Ship* is distinguished by four exhaust ports at the rear and a plate-like exterior across the rest of the hull. There are no other distinguishing markings on the vessel. The *Vidiian Ship* is less than 200 meters in diameter, and has proven to be highly maneuverable when in tight spots. The craft is more than capable of dealing with craters, fissures, and canyons of large asteroids. It can even venture into the depths of an asteroid to evade capture.

Harvesting organs

The *Vidiian Ship* primarily functions as a research platform, from which the occupants can search for a cure to the phage. The vessel also allows the Vidiians to harvest the organs of living or dead humanoids, as it is equipped with advanced biochemical technology that quickly adapts any replacement organ to their own physiology. It is also likely that the *Vidiian Ship* is equipped with efficient sensors, in order to scan the crews of alien crafts for compatible organs.

The available shipboard services of the *Vidiian Ship* are limited in terms of storage, so Vidiian scientists also utilize existing subterranean or artificially created caves. These oxygen-rich environments serve as a base for extensive laboratories and biological repositories, which further their examination of harvested specimens. The small *Vidiian Ships* are the primary means of supplying these research facilities with subjects and maintaining a stock of vital organ replacements.

Vidiian asteroid-based labs are powered by an unusual **dilithium matrix**, and it is possible that the Vidiian vessels are powered by the same source. Able to jump into warp speed quickly, the *Vidiian Ship* can be elusive to capture, being

evenly matched in speed with an *Intrepid*-class starship, and leaving an ion trail in its wake.

Befitting the infectious danger of the phage, the vessel can be commanded by a crew of only two. The *Vidiian Ship* encountered by the **U.S.S. Voyager NCC-74656** on **Stardate 48532** is controlled by **Dereth** and **Motura**, members of the **Vidiian Sodality**. Unique to the Vidiian Sodality is the role of the **honatta**, or surgeon. Dereth serves as the ship's commander, while Motura is the ship's honatta. A honatta's main task is to find organs for the Vidiian commander.

Isolation

The modular workspace of the *Vidiian Ship* emphasizes quiet isolation; the vessel lacks the open, 'communal' feeling of Federation starships. The commander and surgeon sit at opposite sides of the main console, and their control center features a small viewscreen with metallic slates on the rear. This visual display screen is bookended by a gold border with pointed ends. The top and bottom of the screen provide areas for display text. The interiors of the control center are reddish brown and feature strange geometric designs, perhaps influenced by the Vidiians' rich artistic history.

The crew of the *Vidiian Ship* encounter a *Voyager* away team conducting a preliminary geological analysis on a planetoid rich in raw dilithium. Dereth and Motura harvest the lungs of *Voyager's* **Talaxian** crew member **Neelix**, and then escape in the *Vidiian Ship*. *Voyager* is forced to give pursuit in order to save Neelix's life; it is impossible for the **EMH** to replicate a new lung for the **Talaxian**, as his respiratory system is directly linked to multiple points along the spine.

Asteroid retreat

The *Vidiian Ship* hides from the **Starfleet** vessel deep inside an asteroid that emanates severe electromagnetic interference. This results in confused sensor readings that create reflected images of the *Vidiian Ship*. Unable to distinguish the real Vidiian vessel from the multiple mirrored ones, *Voyager* uses **phasers** set at a minimum level to act as a searchlight. Once the Vidiian vessel has been targeted, its two occupants are transported aboard *Voyager* for interrogation by **Captain Kathryn Janeway**. When Janeway promises to spare the Vidiian's lives, Motura offers to save Neelix by adapting the Talaxian's immunogenicity to the **Ocampa Kes's** donated lung.

The *Vidiian Ship* is then allowed to go on its way, most likely continuing its cruel search for unwilling donor victims.

OTHER CARDS IN THIS FILE...

- 21 TARELLIAN PLAGUE VESSEL
- 33A VIDIIAN WARSHIP
- 38 GEGEN'S RESEARCH VESSEL
- 43 HIROGEN VESSEL

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71



▲ The **VIDIIAN SHIP** encountered by the **U.S.S. VOYAGER** flees from the pursuing starship and hides within a large asteroid.



▲ Multiple images of the **VIDIIAN SHIP** are created within the asteroid. **VOYAGER** uses its **phasers** to target the real vessel.



▲ Until 2375, the Vidiians are a dying race, suffering from the terrible effects of the incurable phage.

Vidlian Ship

FORE VIEW

There appears to be a series of tubes running underneath the vessel. These may distribute energy to different parts of the ship, or take away waste, such as exhaust fumes.

The control center of the VIDLIAN SHIP may be located at the front of the vessel. A minimum of two crew are needed to run the ship.

From the forward view of the vessel, the VIDLIAN SHIP appears to have two parallel wing-like structures, with subtle red markings.

The VIDLIAN SHIP may appear to have a rather cumbersome design, but it is actually highly maneuverable.

STARBOARD VIEW

Four exhaust pipes are located at the rear.

The hull has a plate-like appearance.

The entire VIDLIAN SHIP is less than 200 meters in diameter. There are no obvious identification markings on the hull. This may be for good reason, given the vessel's gruesome purpose.

VIDLIAN SHIP

First recorded: 2371

Type: Research vessel

Remarks: The *Vidlian Ship* may have limited weaponry and defenses. When it encounters the *U.S.S. Voyager NCC-74656*, its occupants choose to flee rather than engage in combat.



Odo and the Dominion

Odo is one of the **Founders**, the race behind the **Gamma Quadrant** power known as the **Dominion**, but his loyalty is to the **Federation**. The Changeling walks a fine line between the two factions, however, and almost crosses it in 2374.

Odo shares a very complex relationship with his people, the **Founders**. He was one of 'the hundred' infants sent out into the Galaxy over the years to make contact with other species and report back to the shapeshifters. Odo was found in the **Denorios Belt**, and matured on the planet **Bajor**, all the while wondering who or what he was. Throughout his career as chief of security aboard the station **Deep Space Nine**—formerly **Terok Nor**—he is haunted by this mystery.

Odo believes the answers to many of his questions are on the other side of the newly discovered **Bajoran wormhole**. In 2371, he joins the **U.S.S. Defiant NX-74205**'s expedition into the **Gamma Quadrant** and feels an odd compulsion to visit the **Omarion Nebula**. Arriving there, he is overwhelmed to finally meet his people.

It is not a happy reunion, as the **Founders** are revealed as the rulers of the

ruthless **Dominion**. The methods they use to subjugate many races, along with their callous disregard for the lives of 'solids,' means that Odo cannot in all conscience rejoin their **Great Link**. The **Founders** recognize that his unrequited love for **Major Kira Nerys** is also a significant factor. They insist that although they will miss Odo, he will miss them even more.

Founders' ways

Odo's contact with his people changes him: he stops using his bucket to regenerate, for example, and starts mimicking abstract shapes in his quarters, continuing the process taught to him by the **female shapeshifter**. He nevertheless resolves to aid the **Federation** in its cold war against the **Dominion**. He travels to Earth for a comprehensive debriefing in mid-2372, and helps **Starfleet** conduct **phaser** sweeps to detect Changeling infiltrators.

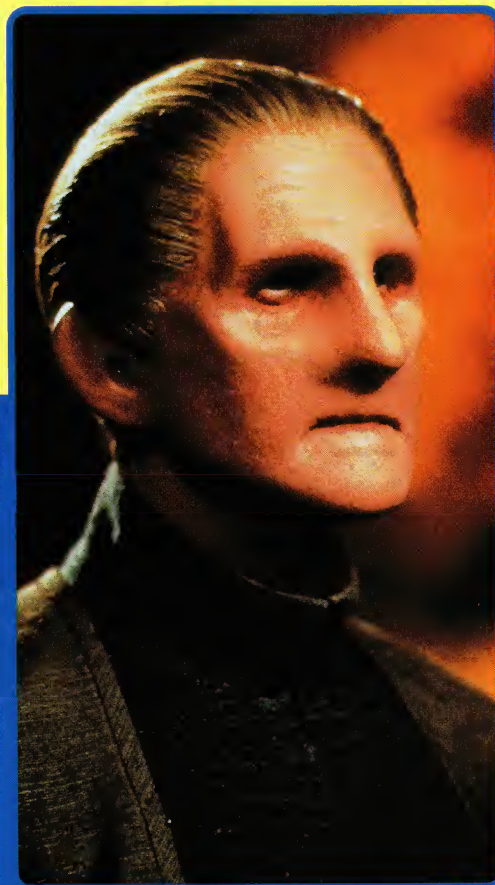
A direct conflict of interest is inevitable, and

PROFILE ON A CHANGELING

ORIGIN: Odo is one of 'the hundred'—infant Changelings sent out from the **Great Link** to explore the Galaxy. He is unaware of his true origins until 2371.

GREAT LINK: Not long after Odo is reunited with his people on their homeworld in the **Omarion Nebula**, he learns that they rule the **Dominion**.

LOYALTIES: Odo is torn between his loyalty to his **Federation** friends, his love for **Kira Nerys**, and his need to be with others of his kind.



▲ Odo is finally reconciled with his people in 2375, after helping to bring the long and bloody **Dominion** war to an end. He merges with the **Founder Leader**, and agrees to return to the **Great Link**.

at the end of 2371 Odo becomes the first Changeling to kill another.

He pays the price for this a year later, when the **Founders** afflict him with a debilitating illness that forces him to return home and face judgment. His punishment is to be cast out of the **Great Link** and made a 'solid.' The condition is reversed some

six months later, when a dying infant Changeling links with him.

There are further difficult choices ahead for Odo. When hostilities break out between the **Alpha** and **Beta Quadrant** powers and the **Founders**, **Dominion** forces occupy **Deep Space Nine** for a number of months in 2373 to 2374, and Odo remains aboard as

security chief. He initially keeps a low profile, believing there is little he and other pro-Federation operatives can do except bide their time.

Revered figure

Odo's status as a **Founder** nonetheless accords him special status with the station's resident **Vorta**, **Weyoun**. The **Vorta**

SHOCKING DISCOVERY

★ Shock

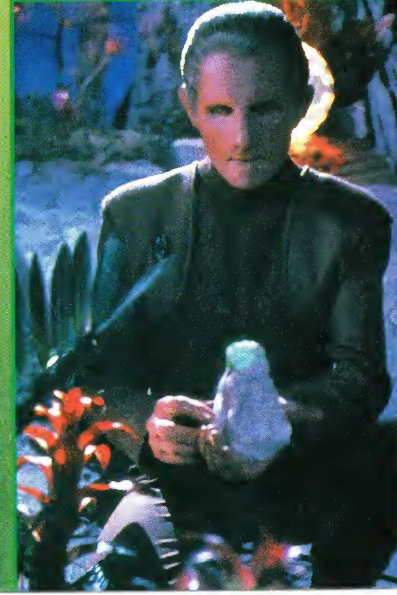
Odo is shocked to learn that his people command the **Jem'Hadar**, the violent soldiers of the **Dominion**.

★ Spu

Odo sides with the **Federation** against the **Founders**. He travels to Earth to help **Admiral Leyton** search for Changeling infiltrators.

★ Home

In 2371, Odo finally finds his race's homeworld in the **Omarion Nebula**.



Odo and the Dominion



★ **Murder**
*A Changeling infiltrator is found aboard the U.S.S. **DEFIANT**. Odo mortally wounds the Founder.*



★ **Motivation**
*Odo's love for Kira Nerys is the main reason he stays on **DEEP SPACE NINE**.*



★ **Cardassian rebellion**
In 2375, Odo joins Damar's Cardassian rebellion against the Dominion-Breen alliance.

regard the Founders as gods, and Weyoun is naturally concerned to know Odo's thoughts. Kira encourages the Changeling to make good use of this standing, but they clash when Odo is offered a seat on the station's ruling council. Odo argues this position will allow him to influence policy, alongside Weyoun and the **Cardassian Gul Dukat**. He also reaffirms his commitment to helping Kira organize a resistance network aboard the station.

Man of the law

Odo is opposed to the Dominion's inhumane practices, but he is also a lawman. He rails against Kira's clandestine actions in stirring up trouble between the **Jem'Hadar** and Cardassian soldiers stationed on the renamed **Terok Nor**, arguing that if Weyoun found out he would throw every Bajoran off the station.

For her part, Kira believes that Odo's position on the council is a mistake – the major fears that his appointment will appear to validate the Dominion's presence on the station. The Federation is slowly losing the war, but it seems to her that Odo is so concerned with ensuring the station runs smoothly that he has forgotten what they are fighting for. It is a fundamental difference of opinion, one which



★ **Confirmation**
In 2373, Dr. Bashir confirms that Odo is now a 'solid.'

pushes Odo toward the Dominion.

The unexpected arrival of the female shapeshifter further fuels Odo's indecision. She feels the need to be with one of her own, after being around 'solids' for so long, and Odo secretly feels the same. Despite the fact that the Dominion is waging war against his adopted home, he is swayed by some of his fellow Changeling's arguments that he does not belong. He admits that he often thinks about the Great Link.

The female shapeshifter offers him clarity in the form of a link, and Odo goes against his promise to Kira not to do so. He tells himself that by linking he may be able to convince his counterpart that the Federation is not a threat, but whether he truly believes this is uncertain. The offer certainly proves too tempting to resist.

Odo's actions make him miss a

vital deadline to disable sensor alarms and thereby permit a crucial piece of sabotage against the Dominion. Kira angrily tells him he has handed the Alpha Quadrant to the Dominion on a plate, but he says nothing else seemed to matter but the link. Odo only becomes troubled when he witnesses firsthand the female shapeshifter's ruthlessness. On hearing about Starfleet's battle to retake *Deep Space Nine*, he realizes that there are people fighting and dying for something he believed in – people who used

to be his friends. Odo tries to tell himself that the link means more to him than solids, but he cannot bring himself to believe it.

The moment of truth comes when Odo is told that Kira has been arrested, and will be found guilty and sentenced to death. His course of action abruptly becomes clear; he organizes a team of Bajoran deputies to help the liberated Kira and her resistance cohort, the **Ferengi Rom**, reach the station's main computer and shut it down. His brief flirtation with the Dominion is at an end, and he states publicly that the war his people are fighting with the Federation and its allies is wrong.

Returning home

Odo demonstrates his convictions and loyalties when he joins Kira and **Garak** in 2375, going behind enemy lines to teach **Damar's** Cardassian breakaway group the art of terrorism. He actively fights against the Dominion forces in the closing stages of the war, and helps to bring the conflict to its close. Odo then rejoins the defeated Founders, which means leaving his beloved Kira behind on station *Deep Space Nine*. Nevertheless, Odo is full of hope that he can positively influence his own people to follow a far more peaceful path in the future.

"I know the danger . . . I've had to walk this line before, during the Cardassian occupation. I can do it again, but this time I won't be alone."

— Odo to Kira, during the Dominion takeover of *Deep Space Nine*

DISEASE CARRIER

Odo and the Founders infected

In 2372, during a trip to Earth, Odo is unknowingly infected with a genetic disease engineered by Section 31. He passes on the virus to the female shapeshifter when he links with her on *Deep Space Nine* in 2374. Fortunately, Dr. Bashir obtains a cure for Odo, which is passed on to the Founders in exchange for a swift end to the war.



▲ **Hand of peace**
Odo offers to link again with the female shapeshifter to cure her. He also agrees to return to the Great Link.

▼ **Fatal virus**
Odo himself nearly dies when the virus manifests itself.



▲ **Linked**
Section 31 use Odo to unwittingly pass on a virus to the Founders.



Crell Moset

The medical triumphs of the innovative and celebrated Cardassian exobiologist Crell Moset are overshadowed by serious moral questions about his past actions.

The Cardassian people are well known for their advances in many areas of science and technology, but proficiency in the healing arts is not commonly associated with Cardassia Prime. A conspicuous exception, however, is **Dr. Crell Moset**, a singularly gifted individual whose career includes several significant medical breakthroughs, including a cure for the insidious **Fostossa virus**, for which he received the prestigious award of the **Legate's Crest of Valor**. In 2371, he serves as Chairman of Exobiology at the **University of Culat**, and frequently attends joint medical conferences with **Starfleet** personnel, at which he has proposed upgrades to their starship medical equipment.

Crell Moset is an older Cardassian male, more slightly built than average for his species. He is far from frail, however, giving

an impression of zeal and vigor. He smiles easily, and seems keen to make new acquaintances. On first meeting, he appears affable and compassionate, winning the confidence of onlookers with ease.

Married to his work

Moset is married, but he spends most of his waking hours in his laboratory, describing it as more of a home to him than his real home. He explains his preference for primitive surgical implements by saying that "feeling the anatomy, the consistency of the internal organs – that can be most instructive." His habits of humming opera while he works, and pottering about his curiously old-fashioned laboratory, contribute to the impression of a kindly old family doctor.

Survivors of his period on **Bajor** during the Cardassian occupation tell a very different story. Moset himself describes the occupation as "a sad

chapter in Cardassian history," and lays blame for the debacle squarely on the shoulders of his people's politicians and leaders. Bajoran survivors, however, claim that he used the resource of a captive population to engage in

illegal and unethical experimentation on defenseless prisoners. Among other allegations, it is stated that he blinded prisoners to see how they would adapt, exposed their internal organs to **nadion radiation**, and tested the

effect of **polytrinic acid** on the older, more frail inmates of the prison camps, because he considered their lives worthless.

Even Moset's greatest triumph, the discovery of a cure for the Fostossa virus, which saved thousands of lives, was apparently won from the suffering of innocents. Starfleet evidence suggests that before his discovery of a cure he unleashed an outbreak of the virus in a province that had previously been disease-free, just to test his hypothesis.

In 2374, an attack on

PROFILE ON CRELL MOSET

NAME: Crell Moset

LIFE FORM: Cardassian Male

KNOWN FAMILY: Unnamed wife

REMARKS: Moset's apparent affability and compassion conceals a complete indifference to the personal tragedies and suffering generated by his research.

CURRENT STATUS: The real Crell Moset is Chairman of Exobiology at the University of Culat. The Chief Medical Officer of the **U.S.S. Voyager** deletes a holographic recreation of Moset, after his creation causes dissent and hostility among the **Voyager** crew.

FIRST SEEN: 'Nothing Human' (VOY)



▲ **Dr. Crell Moset is an expert in exobiology. On Cardassia Prime he has been honored for his many medical breakthroughs. On Bajor, however, he is remembered as a cold and callous killer.**

CARDASSIAN SCIENTIST

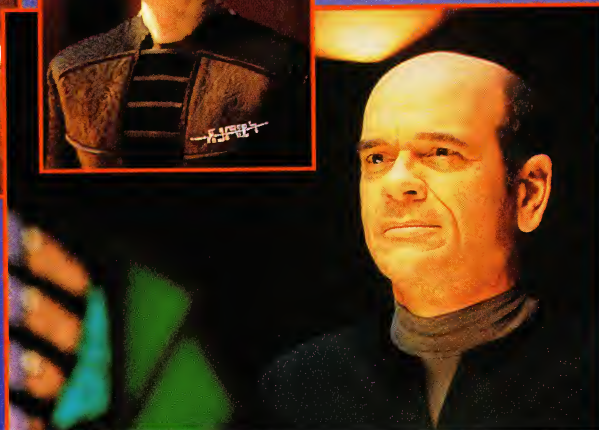


★ Home from home

In 2375, a version of Crell Moset's lab is recreated in the **U.S.S. VOYAGER's** holodeck. The Moset hologram remembers every detail of the room.



★ **Charming personality**
The holographic Moset reproduces the real doctor's affable manner, as well as his indifference to medical ethics.



★ Impressed

The Doctor is initially impressed with his new holographic colleague. He is later shocked to learn of the Cardassian's horrific experiments.

OTHER CARDS IN THIS FILE...

- 6 ENABRAN TAIN
- 7 DAMAR
- 8 NATIMA LANG
- 9 GUL MADRED
- 11 AAMIN MARRITZA
- 12 GUL EVEK



Crell Moset

U.S.S. Voyager NCC-74656's chief engineer, **B'Elanna Torres**, by an unknown **cytoplasmic pseudo-parasite**, leads the ship's **EMH** and **Ensign Harry Kim** to create a holographic simulation of Crell Moset, in the hope that the exobiologist can develop a cure for their colleague's condition.

Using a unique combination of holotechnology and the medical database to form an interactive matrix, the simulacrum is a faithful recreation of Moset not only in terms of scientific knowledge, but also in regard to his beliefs and personality.

First impression

At first, *Voyager's* Doctor is dazzled by Moset's improvisational genius – he manages to reconfigure a standard medical **tricorder** into a makeshift **isomolecular scanner** in a matter of moments – and by his disarming manner. Soon, however, the truth of Moset's past begins to emerge. **Ensign Tabor** accuses Moset of killing his brother and grandfather, and thousands of others, in the Bajoran hospitals. The limited information available seems to substantiate the claims.

Denying the specific allegations of deliberate cruelty made against him, Moset claims he did the best he could in difficult conditions and circumstances. He shows no remorse for any of his actions, and seems indignant at the suggestion



Casual attitude

Moset is quite prepared to kill the parasitical alien attached to Lt. Torres, if it will save her life.

that he should, admitting only that he experimented with procedures that never would have occurred to him under normal circumstances.

After observing the tension dividing the crew, **Captain Kathryn Janeway** comes to a difficult decision. Whatever the moral considerations of using medical knowledge gained by such heinous means, losing an essential ship's officer and friend is simply not an option. Janeway orders the Doctor to assist Moset in removing the



Necessary evil

The Doctor has no choice but to work with Moset to remove the alien creature.

Termination

U.S.S. VOYAGER's EMH is shocked by Moset's casual indifference to suffering.



organism that is killing Torres, and states that whatever consequences may ensue will be the captain's responsibility.

Tainted knowledge

During the Doctor's final confrontation with his holographic counterpart, the Cardassian holds out the tantalizing prospect of future scientific collaborations and the chance of medical fellowship, none of which distracts the EMH

from the task at hand. He terminates the **Crell Moset Exobiology Consultant Program**, and expunges all relevant data from *Voyager's* computers. Despite this, the Doctor is left shaken by the knowledge that, although he was acting under orders, he still made use of knowledge that Moset obtained by cruel and barbaric methods, leaving his own ethical subroutines forever stained by this dalliance with the cruel Cardassian.

"I had no staff, crude equipment, I was forced to improvise."
— Crell Moset to the Doctor

OPERATING WITHOUT CONSENT

Debatable ethics

The Crell Moset hologram offends the Bajorans aboard the *U.S.S. Voyager*, as well as Lt. Torres. B'Elanna refuses to allow Moset to operate on her, saying she would be benefiting from the suffering of others. She is furious when the EMH operates without her consent.



Outrage

Ensign Tabor, a Bajoran Starfleet officer serving on VOYAGER, has to be physically restrained when he learns that the Doctor has created a holographic version of Crell Moset.



Orders

Captain Kathryn Janeway orders the Doctor to make use of Moset's expertise in order to save B'Elanna.

Parasite

A parasitic alien life form ensures its survival by attaching itself to Lt. B'Elanna Torres's internal organs.



Starship Sensors

Starfleet sensors are designed to be extremely versatile. They are employed for a wide range of functions aboard vessels and space stations, or within scientific, medical, and engineering devices. Sensor systems can be utilized to scan unknown planets, life forms, and even temporal anomalies.

Adances in spacecraft design have helped vessels to travel huge distances at great speeds, but no ship would be able to function without the aid of sophisticated sensor systems. These enable successful navigation between points, and the avoidance of potential hazards. Sensors can take the form of scientific, medical, and engineering instruments, and are vital components in a variety of Federation craft. They allow a ship's crew to explore new environments and investigate unknown objects, life forms, and phenomena from a relatively safe distance, before committing their vessel to an unknown quantity.

The original **Constitution**-class sensor design of 2245 relies on duotronic elements in its sensor arrays, but these early designs have a three second sensor null in their scan cycle, leaving the vessel open to potential attack at these

times. In 2290, **Starfleet** carries out a scientific project cataloging planetary atmospheric anomalies, and equips all of its vessels with improved sensors. The introduction of **isolinear optical chips** in 2329 enhances sensor efficiency. In 2363, major upgrades in Starfleet sensors are integrated into **Galaxy**-class vessels, such as the **U.S.S. Enterprise NCC-1701-D**, which has three primary sensor systems.

Triple sensor system

The *Enterprise's* first sensor system comprises long range detectors that sweep the flight path of the ship, and have a navigational and scientific function. They are situated behind the main sensor dish, and are the most powerful scientific instruments aboard a *Galaxy*-class ship. This system is mostly active, instructing the main **deflector dish** to clear any hazards in the vessel's path.

The second system takes the form of lateral sensor arrays, giving

▶ **On Stardate 46693, Neela Daren asks Captain Picard if the U.S.S. ENTERPRISE's Spectral Analysis Department may be used to scan the Borgolis Nebula. This sensor facility is already allotted to engineering, however.**

effective coverage to the sides of the ship and containing many of the more specialized sensor units. The final major system is the navigational sensor array, which feeds constant information to the flight control system. It also supplies raw data to the guidance and navigation relay, allowing the calculation of relative position, course, and speed of the ship.

In certain cases these conventional passive sensors cannot be used, so active scan navigation, which works by echo location, is employed. A modulated **tetryon pulse** is transmitted, and reflections off ships or objects allow successful location of a target. Echo displacement is the

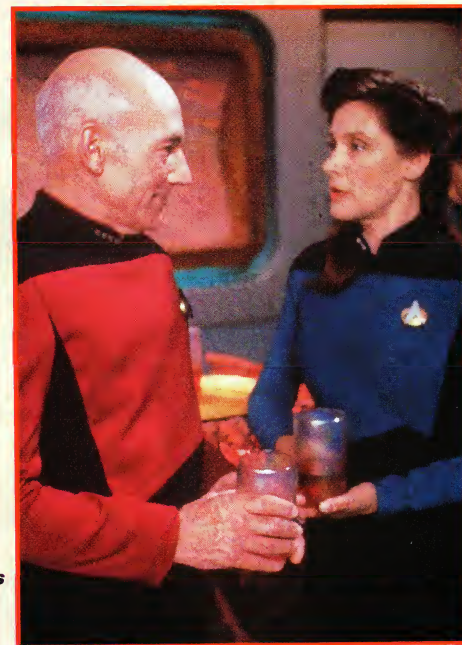
reverse of this process, and can be used by a ship to produce phantom sensor readings of more than one vessel, a technique successfully executed by the **U.S.S. Voyager NCC-74656** against the **Kazon-Nistrim** in 2372.

Tailor-made sensors

Starfleet vessels are often configured to carry out specific scientific functions that rely on enhanced sensor packages. **Nebula**- and **Soyuz**-class starships have large customized external modules, and carry a series of probes that can be fitted with a variety of sensor systems. **Galaxy**-, **Sovereign**-, and **Intrepid**-class vessels are additionally designed to undertake astronomical observation, planetary surface analysis, and remote life form studies from a series of specifically designed sensor clusters built into the ship's main sensor arrays.

Sensor arrays are usually controlled from the science or

▶ **Specialized sensors on the ENTERPRISE are used to intercept Borg communications.**



ARTIFICIAL BLOCKS TO SENSOR EFFICIENCY

Cloaks and sheaths

Starfleet sensors can be blocked by certain alien technologies. **Ansatan** folded space transport, for example, is virtually undetectable by sensors. Cloaking devices are famous anti-sensor devices – they are designed to be invisible to both the naked eye and sensors systems, be they Klingon, Romulan, or even the phasing cloak developed by Starfleet. **Duranium** composites are impervious to the internal sensors of station **Deep Space Nine**, shielding the access conduits from scanning. **Arctus Baran's Pirate Ship** has an energy sheath, which makes it undetectable on long range sensors. **Kazon-Nistrim** ships have masking circuitry, which work very well against Federation sensors.

▶ **Arctus Baran's vessel is equipped with an energy sheath which shields it from long range detection.**



▶ **In 2369, an illegal Starfleet designed phasing cloak is discovered. The cloak renders the U.S.S. PEGASUS NCC-53847 invisible to other ship's sensors.**



Starship Sensors



▲ In 2369, modifications made to the U.S.S. ENTERPRISE's sensors allow solanagen-based life forms onto the ship.

engineering stations on the main bridge. Many departments on a starship can make good use of the arrays, and they often have to compete for sensor allocation. In 2369, Neela Daren of the Spectral Analysis Department finds that she does not have as much access to the Enterprise's sensors as she would like.

Sensor instruments

There are many specific sensor devices used by Starfleet – differential magnetometers detect particular alloys and ship debris, dynoscanners specialize in low level molecular activity, while graviton polarimeters and flux spectrometers are used to gather data during astronomical studies. The most precise instrument available to Voyager is the magneton scan, while multimodal reflection sorting is used by the Enterprise in 2366 to process communication between

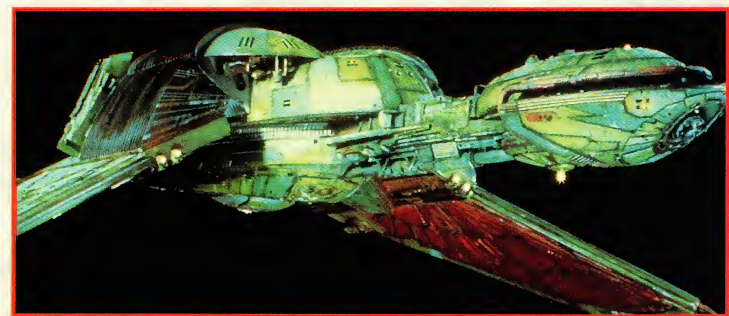


▲ Sensors must be adjusted to detect such substances as invidium, jakmanite, lucovexitrin, and saltzgadum.

the Borg after the battle of Wolf 359. Passive high resolution scans utilize the nonactive mode of scanning available to Starfleet sensors, while the tomographic imaging scanner, typically found on Galaxy-class ships, employs narrow beam X-rays to scan objects in a multiphasic mode. Sensors can even detect temporal distortions; in some cases inverse tachyon beams are used to study temporal phenomena through utilization of the main sensor dish.

Deep Space Nine carries specially designed security sensors that can detect weapons and other smuggled contraband. The station's short range sensors are also enhanced to detect elevated neutrino levels at the mouth of the Bajoran wormhole, thus indicating the arrival of a vessel into the Alpha Quadrant.

The majority of phenomena detectable by scanners relies on the sensor phase buffers to be



▲ KLINGON BIRDS-OF-PREY are invisible to Starfleet sensor designs when their cloaking devices are operational.

carefully aligned for maximum efficiency, and routine comprehensive diagnostic tests are run on all sensor equipment. Vessels from many races carry sensor logs that record all findings within the main computer database – often valuable when investigating damage to a recovered ship. Modifications to long range sensors can sometimes have unforeseen results. In 2369, the crew of the Enterprise find that sensor alterations allow solanagen-based life forms, from a previously

unknown subspace realm, to enter normal space and kidnap Starfleet personnel for study. A warning is subsequently relayed to all Starfleet vessels to avoid similar changes made to the sensor alignment.

Further developments

Sensors are continually upgraded, with each new classification of Starfleet vessel incorporating increased range, sensitivity, and efficiency in their long and short range scanners. Internal ship's sensors are also constantly modified, although Galaxy-class vessels have a total of 15525 known substances that cannot be detected by standard internal scans. Included in this list is invidium, jakmanite, lucovexitrin, saltzgadum, and selgninaem, for which sensors must be recalibrated.

External sensors are prone to disruption from natural and artificial phenomena, and can be fooled by stealth technology. For example, Klingon and Romulan cloaking devices still pose a significant threat to Starfleet ships, although Geordi La Forge's gravitic sensor net detects the movement of Romulan vessels in 2369. The Maquis also employ camouflage shields that produce false sensor readings to obscure their smuggling activities.

NATURAL BLOCKS TO SENSOR EFFICIENCY

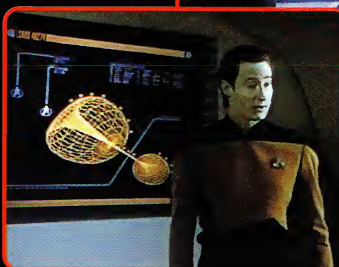
Compounds and patches

Certain substances can block sensor facilities. Actinides, a radioactive compound often found in uranium ore makes it difficult for sensor systems to determine life forms. Conditions inside the Briar Patch, a region of space surrounding the Ba'ku colony planet, reduce sensor range to 18 minutes impulse traveling time in any direction. Delta radiation, electromagnetic storms, and ionizing radiation or gas can obscure sensors. Magnetascopic interference affects sensor and communications efficiency. Placing a ship over a planet's magnetic pole, for instance, can often make detection more difficult by another vessel. Plasma fields, such as those found in the Badlands, are known to disrupt both Starfleet and Cardassian sensors. Igniting sirillium gas within a nebula will also disrupt sensors. Trinimbic interference, a powerful energy disturbance in the upper atmosphere of Class-L planets renders sensors inoperative, as can hyperonic radiation. Sensors cannot detect potentially catastrophic theta flux distortion. Tyken's rift, a rare rupture in the fabric of space, is undetectable by most sensors. Naturally occurring, or artificially created, verterons can block sensor operation.



◀ The Maquis hide in the Badlands, where their ships are naturally cloaked by plasma storms.

▶ The volatile region of space known as the Briar Patch can disrupt starship sensors.



◀ The rare rupture in space known as a Tyken's Rift cannot be detected by Starfleet sensor systems.



FILE 69 STAR TREK: THE NEXT GENERATION

STAR TREK: The Next Generation

A-Z Episode Guide Part 7

'THE PEGASUS'

FILE 69 CARD 155



When the crew of the **U.S.S. Enterprise NCC-1701-D** conduct a search for the missing **U.S.S. Pegasus NCC-53847**, **First Officer William Riker** is reunited with his former commander, **Admiral Erik Pressman**. The two men share a dark secret.



'PEN PALS'

FILE 69 CARD 40

Data breaks the **Prime Directive** when he comes to the aid of a young alien girl with whom he has been exchanging **subspace** radio messages. **Sarjenka's** planet is endangered by severe geological disturbances.



'THE PERFECT MATE'

FILE 69 CARD 117



Kamala, a female **empathic metamorph**, comes aboard the **U.S.S. Enterprise**. Her arranged marriage to **Chancellor Alrik** of **Valt Minor** offers the last chance for peace between two warring worlds, but **Kamala** falls in love with **Captain Picard**.

'PHANTASMS'

FILE 69 CARD 149

Data begins to experience bizarre nightmares involving his crewmates. The source of the android's dreams are discovered to be **interphasic parasites** that are attacking the **U.S.S. Enterprise**.



'POWER PLAY'

FILE 69 CARD 111



Three noncorporeal criminals attempt to take over the **U.S.S. Enterprise** after stealing the bodies of **Miles O'Brien**, **Data**, and **Deanna Troi**.

'PREEMPTIVE STRIKE'

FILE 69 CARD 167

When the newly promoted **Lt. Ro Laren** returns to the **U.S.S. Enterprise**, **Captain Picard** orders her to infiltrate the **Maquis**. The **Bajoran** officer soon finds that her loyalty to **Starfleet** is sorely tested by this new assignment.



'THE PRICE'

FILE 69 CARD 55



The crew of the **U.S.S. Enterprise** engage in a bidding war for the rights to the **Barzan wormhole**, a valuable gateway to the distant **Gamma Quadrant**.

'OPID'

FILE 69 CARD 92

The superbeing known as **O** creates a Robin Hood scenario which he hopes will force **Captain Picard** to express his true feelings for the archeologist **Vash**. The **U.S.S. Enterprise's** senior officers are conscripted to play Hood's band of Merry Men.



'THE QUALITY OF LIFE'

FILE 69 CARD 130

Data argues for the rights of **exocomps**, robotic workers who have developed sentient qualities. The android officer's claims are disputed by **Dr. Farallon**, the creator of the exocomps.





STAR TREK: The Next Generation A-Z Episode Guide Part 7



'Q WHO?'

FILE 69

CARD 41

Q propels the **U.S.S. Enterprise NCC-1701-D** across the Galaxy, where the crew encounter the **Borg**, a hostile race of automated humanoid drones who function within a collective.



'RASCALS'

FILE 69

CARD 128



A **transporter** mishap reverts **Captain Picard** and a number of other crew members to their childhood selves.

'REALM OF FEAR'

FILE 69

CARD 123

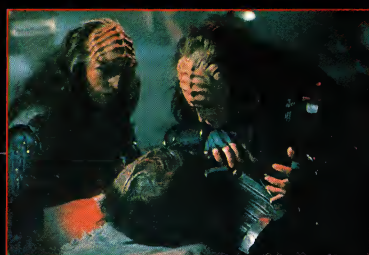
Reginald Barclay believes that he is succumbing to **transporter psychosis**, after seeing life forms in the matter stream.



'REDEMPTION', PART I

FILE 69

CARD 98



Worf chooses to leave the **U.S.S. Enterprise** in order to fight alongside **Gowron's** forces in the **Klingon civil war**. He also persuades his brother **Kurn** to fight on the chancellor's side.

'REDEMPTION', PART II

FILE 69

CARD 98

Worf is captured by the **Duras** sisters, **Lursa** and **B'Etor**. **Romulan** involvement in the **Klingon civil war** is also revealed, allowing **Gowron's** forces to claim victory.



'RELICS'

FILE 69

CARD 125



Captain Montgomery Scott finds himself in the 24th century after having spent 75 years suspended in a **transporter** beam. He soon proves that his engineering skills are far from outdated.

'REMEMBER ME'

FILE 69

CARD 77

Dr. Crusher becomes trapped in a **static warp bubble** and believes everybody is disappearing from the **U.S.S. Enterprise**.



'REUNION'

FILE 69

CARD 79



Captain Picard is given the dubious honor of enlisting the next leader of the **Klingon High Council** when **K'mpec** is poisoned.

'RIGHTFUL HEIR'

FILE 69

CARD 142

Worf discovers the existence of a clone of **Kahless the Unforgettable**, the empire's founding father, throwing the **Klingon High Council** into a state of confusion.



'THE ROYALE'

FILE 69

CARD 37



A **U.S.S. Enterprise** away team become trapped in the **Hotel Royale**, a bizarre alien reality that recreates a 20th-century Earth pulp novel of the same name.

'SAMARITAN SNARE'

FILE 69

CARD 42

The technologically inept **Pakleds** attempt to take over the **U.S.S. Enterprise**, while **Captain Picard** must undergo surgery to replace his artificial heart.



'Penumbra'

Captain Benjamin Sisko's link with the Bajorans stems from his unique connection to their gods, the noncorporeal life forms known as the Prophets. Now comfortable with his ancestry, Sisko plans to build a home on Bajor, and proposes marriage to Kasidy Yates.

'PENUMBRA'

"This was supposed to be a temporary assignment, but it's become much more than that. I guess I was meant to come here."

— Captain Benjamin Sisko

Captain Benjamin Sisko purchases a large section of rural land on Bajor, with the intention of building a house there. This will initially be for vacations, but later will serve as his retirement home.

Meanwhile, Worf's ship is destroyed while leading a raid against the Dominion in the Badlands, and he is not found in any of the retrieved escape pods. Survivors say he was the last to leave the bridge. Hoping Worf survived, the U.S.S. *Defiant NX-74205* leads the search in the Badlands, but has to leave the area when a dozen Jem'Hadar ships begin closing in.

Ezri Dax takes Worf's disappearance badly. The Dax symbiont recollects its life married to Worf as Jadzia Dax, and Ezri is compelled to make her own search for Worf. Sisko displays a tolerant attitude to her appropriation of a *Runabout*, but considers her chances of locating Worf to be very slim. The captain has been planning his house, and proposes marriage to Kasidy Yates.

Awkward rescue

Ezri locates Worf and transports him from an escape pod. Intimacy almost occurs as she treats Worf's wounds, but they pull back, which creates an uncomfortable atmosphere. The arrival of a fleet of Jem'Hadar Warships stalls any further awkwardness, but the *Runabout* is unable to lose the ships, and the pair have to transport down to a planet to avoid destruction on their vessel.

Benjamin and Kasidy plan a simple marriage ceremony. Unfortunately, the Bajorans expect a full scale celebration for their Emissary.

On the remote planet, the tension between Worf and Ezri rises, as both fail to dampen their mutual attraction. No sooner have they consummated their passion, however, than the couple are abducted by Breen soldiers.

The Prophet who occupied Benjamin's mother warns him not to marry Kasidy — it is his destiny to walk his path alone. Nevertheless, Benjamin claims he will marry Kasidy, despite being told he will experience nothing but sorrow should this occur.

ON SCREEN...



1 Reflecting his growing ease with Bajoran culture, Benjamin Sisko purchases land on Bajor. He plans to build a house there for himself and Kasidy Yates.



2 A distressed Ezri Dax appropriates a *RUNABOUT* from DEEP SPACE NINE and heads for the Badlands to search for the missing Worf.



3 On Cardassia the female Founder begins to show the ravages of a virulent degenerative disease. The Vorta physicians have been unable to effect remission.



4 Dukat returns to Cardassia to request a favor from Damar. He wants to be surgically transformed into a Bajoran, so that he can return to Bajor and take his revenge.



5 Jake Sisko agrees to be best man at his father's wedding to Kasidy. They both agree on a small guest list, little realizing that the Bajorans are planning a big affair.



6 The Prophet who possessed the physical body of Sisko's mother contacts him and urges him not to marry Kasidy. She warns that the captain's greatest trial is yet to begin.

STARSHIP FACTS

On Cardassia, there is continuing tension between Weyoun and Damar, with the latter becoming increasingly frustrated at the Dominion's lack of concern for Cardassian casualties.



'Til Death Do Us Part

The impending wedding of the Emissary, Benjamin Sisko, should be a time of rejoicing, but dark clouds loom on the horizon. Kai Winn receives a mysterious vision, and a guide in the form of a disguised Dukat, while Ezri Dax and Worf remain in Breen captivity.

'TIL DEATH DO
US PART

"The Sisko has faltered. You must bring the restoration."
— the Pah-wraiths to Kai Winn

Kai Winn offers to help with the Emissary's marriage preparations, but **Benjamin Sisko** is torn between his love for **Kasidy Yates**, and the advice of the **Prophets** that he should not marry her.

When Kasidy returns to **Deep Space Nine**, she is dismayed to hear Benjamin confide that he cannot contradict the Prophets, and therefore will not marry her. She reacts to the news in silence, returning his ring and leaving his quarters.

Abducted aboard a **Breen** ship, **Worf** and **Ezri Dax** are viciously interrogated, and then individually returned to their cell in a semi-conscious state. The two officers begin to relive old memories, revealing deeply suppressed feelings. Ezri unconsciously expresses a love for **Dr. Julian Bashir**, something the counselor puzzles over when she is fully conscious again. This revelation distresses Worf, however, who had assumed he would forge a life with Ezri as he had with her predecessor, **Jadzia**.

Colonel Kira Nerys reassures Sisko that he is right to obey the will of the Prophets, but just as Kasidy is about to depart the station he decides to follow his heart and ignore the advice of the wormhole aliens.

Small celebration

Having made his decision, Benjamin and Kasidy host a modest marriage ceremony, attended by a small gathering of their friends and colleagues on **Deep Space Nine**. Colonel Kira is concerned that Benjamin has disregarded her gods, and the Prophet who occupied his mother's body makes another attempt to change his mind. She reiterates he is about to enter a very trying period, and marriage will only cause sorrow. Sisko opts to continue the ceremony anyway.

Throughout their ordeal on the Breen ship, Ezri and Worf have been unable to figure out why the Breen have abducted them, but all becomes clear when they are beamed aboard a **Dominion** vessel and come face-to-face with the **Vorta Weyoun**. The Breen have allied themselves with the Dominion, and Ezri and Worf have been delivered as gifts of good faith.

ON SCREEN...



1 Kai Winn receives a vision that she believes has come from the Prophets. They inform her that only she can bring about the Restoration of Bajor. A guide will be sent to show her the path.



2 Dukat, surgically transformed into a Bajoran, arrives on **DEEP SPACE NINE**. He introduces himself to Winn as Anjohl Tennan, a simple farmer.



3 Worf finally realizes he will never forge a life with the new Dax when he overhears Ezri unconsciously expressing her love for **Dr. Julian Bashir**.



4 Dukat continues to manipulate Winn, and their relationship moves beyond that of Kai and supplicant. She is convinced he is a guide sent by the Prophets.



5 Despite the warnings of the Prophets, Benjamin Sisko and Kasidy Yates are married by Admiral William Ross, in a small and simple ceremony aboard the station.



6 When Ezri and Worf are presented to Weyoun, the Dominion's Vorta representative, the reason for their capture by the Breen at last becomes evident.

STARSHIP FACTS

The disguised Dukat plays on Winn's jealous feelings that the arrival of the Emissary has reduced the importance of her role as Kai.



U continued

Unefra III

This planet was chosen by **Enabran Tain**, the former leader of **Cardassia's** feared **Obsidian Order**, as the location where he wanted to live out his retirement. (*Starship Log: 'Improbable Cause' [DS9]*)

SEE FILES 50, 70

Unferth

A character from the epic 8th-century Earth poem 'Beowulf'. Unferth was a courtier to King



Hrothgar. During a holographic reconstruction of the epic, he objected to the intrusion of crew members from the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Heroes and Demons' [VOY]*) SEE FILE 71

In 2371, **Harry Kim** ran a **Beowulf** holonovel on the **U.S.S. VOYAGER**. The character called **Unferth** objected to **Kim's** presence.

Ungtae, Vedek

This respected **Bajoran** religious leader chose to stand for the position of **kai**, after the death of **Kai Winn** in 2375. Vedek Ungtae was, according to **Quark**, the odds-on favorite to take the position. (*Starship Log: 'What You Leave Behind' [DS9]*)

SEE FILE 70

Uniform Code of Justice

These **Federation** guidelines are intended to establish universal precepts for the delegation of justice. Under the Uniform Code of Justice, witnesses are permitted to make a statement prior to questioning during a trial or hearing, according to Chapter 4 Article 12. (*Starship Log: 'The Drumhead' [TNG]*) SEE FILES 7, 69

Unimatrix Zero One

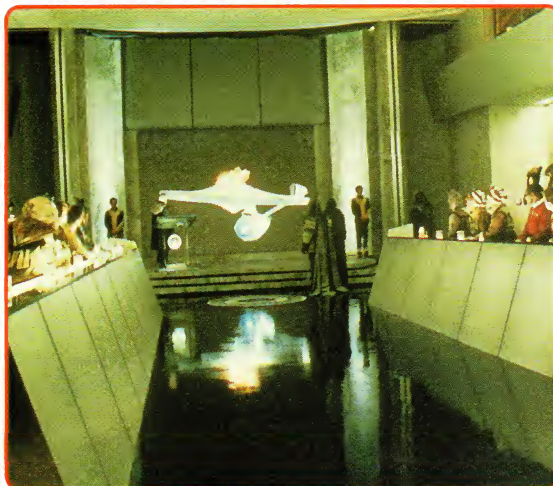
This term is applied to a division of the **Borg** collective. As a drone, **Seven of Nine** was a **Tertiary Adjunct** of Unimatrix Zero One. (*Starship Log: 'Scorpion', Part II [VOY]*) SEE FILES 15, 43, 71

unimatrix shielding

A powerful protective technology, unique to the **Delta Flyer**. Unimatrix shielding relies on **Borg**-inspired immersion shield deflector technology, devised by **Tuvok** aboard the **U.S.S. Voyager NCC-74656** in 2375. (*Starship Log: 'Extreme Risk' [VOY]*) SEE FILE 32, 71

United Earth Space Probe Agency

The organization on whose behalf the **U.S.S. Enterprise NCC-1701** undertook its original five-year mission. In 2266, the *Enterprise's* **Captain James T. Kirk** mentioned to **Charles Evans** that UESPA was the authority that he worked under. (*Starship Log: 'Charlie X' [TOS]*) SEE FILES 7, 33, 68



In 2286, delegates from the **United Federation of Planet's** member worlds attended a **Federation Council** meeting, in **San Francisco** on **Earth**. They discussed the case of **Admiral Kirk**.

United Federation Of Planets

This space-faring alliance was founded in 2161, and by 2373 incorporated over 150 planets, largely within the **Alpha Quadrant**. Members of the Federation subscribe to a charter which upholds the concept of tolerance; mutual policies are set by the **Federation Council**, which is comprised of representatives of all member planets and is based in **San Francisco** on **Earth**. To qualify for admission, prospective members must have a unified world government and agree to adopt the **Federation Charter** outlawing discrimination. (*Starship Log: 'Attached' [TNG]; 'Accession' [DS9]; Star Trek IV: The Voyage Home*) SEE FILES 7, 68, 69, 70, 71, 75

universal translator

This device enables instant two-way translation of verbal languages, irrespective of the users' previous familiarity. In the 2260's, the universal translator appeared as a handheld device, but by the 24th century it was incorporated into the communication badges worn by **Starfleet** personnel, as well as the main computers on starships such as the **U.S.S. Enterprise NCC-1701-D**. In order to function, the universal translator requires an adequate sample of the language to be translated to match known linguistic structures; in 2370, **Major Kira** had to encourage the **Skrreean** leader **Haneek** to continue talking so that **Deep Space Nine's** translators could provide an accurate translation. In 2375, the **U.S.S. Voyager NCC-74656's** translator proved incapable of decoding the language employed by a **cytoplasmic** species. Exposure to **beta radiation** can impair the performance of universal translators, particularly **Ferengi** ear versions. (*Starship Log: 'Metamorphosis' [TOS]; 'Sanctuary' [DS9]; 'The 37's' [VOY]*) SEE FILES 63, 68, 69, 70, 71

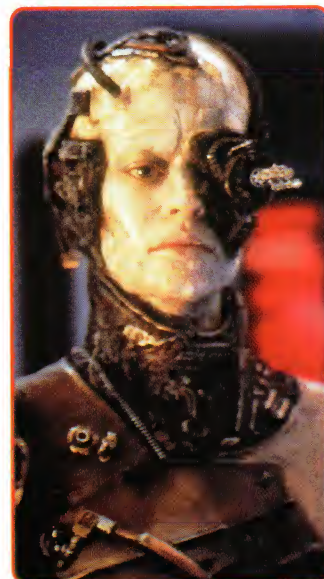


The universal translator was originally a large handheld device.

University of Betazed

Deanna Troi attended this facility of advanced education to attain her psychology qualifications. In addition to her studies, she cared for the unusually sensitive telepath **Tam Elbrun**, who was periodically hospitalized at the university. (*Starship Log: 'Tin Man' [TNG]*) SEE FILES 43, 58, 69

Unetra III
Unferth
Ungtae, Vedek
Uniform Code of Justice
Unimatrix Zero One
unimatrix shielding
United Earth Space Probe Agency
United Federation of Planets
universal translator
University of Betazed
University of Colat
Unroth system
upturned
uridium
Uri'lash
Urodelean flu
user code clearance
Ustard, Subcommander
Utopia Planitia Fleet Yards
uttaberries
uttaberry crepes
Ux-Mal
Uxbridge, Kevin
Uxbridge, Rishon



Annika Hansen was assimilated by the **Borg** and became the drone known as **Seven of Nine**. She served as the tertiary adjunct of **Unimatrix Zero One**.



Tam Elbrun, a telepathic specialist in first contact procedures, attended the **University of Betazed** at the same time as **Deanna Troi**.



University of Culat

Cardassian Dr. Crell Moset held the Chair of Exobiology at this highly-regarded educational complex. (*Starship Log*: 'Nothing Human' [VOY]) **SEE FILES 50, 71**

▶ **Despite his disregard for medical ethics, Dr. Crell Moset held the Chair of Exobiology at the University of Culat.**



Unroth system

This star system is located near the border of **Romulan** space. In 2375, the **Breen** leader **Thot Gor** believed that **Damar** should strike against a Romulan colony in the Unroth system, while their enemies' long-range scanners were being repaired. (*Starship Log*: 'Strange Bedfellows' [DS9]) **SEE FILE 70**

upturned

The greatest insult to the **Vori** species was to upturn the corpses of their deceased. They believed that the spirits of the dead descended to the afterlife, and upturning them prevented this from happening. (*Starship Log*: 'Nemesis' [VOY]) **SEE FILES 18, 71**

▶ **The Vori and the Kradin were engaged in a deadly, planet-wide conflict. The Vori were particularly outraged that the Kradin upturned the corpses of fallen Vori soldiers.**



uridium

This mineral was mined on **Bajor** by the **Cardassians** during the occupation, and processed on **Terok Nor** in orbit of the planet. Uridium is a sensitive material that is liable to explode when a strong electrical charge is applied through it. Uridium alloy was used by the Cardassians in the sensor arrays of their starships. (*Starship Log*: 'Civil Defense' [DS9]) **SEE FILES 10, 13, 27, 70**

Uri'lash

A male **Hupyrian** who worked as a servant to **Ferengi Commerce Authority Liquidator Brunt**, during his brief period as acting **grand nagus** in 2374, just as **Maihar'du** served **Zek**. (*Starship Log*: 'Profit and Lace' [DS9]) **SEE FILE 70**

Urodelean flu

A minor illness that is characterized primarily by a **K-3 cell** imbalance. Humans are generally immune to it, but an exception to this was **Lt. Reginald Barclay** aboard the **U.S.S. Enterprise NCC-1701-D**. In 2370, the **T-cells** in his DNA that would have normally counteracted the infection were found to be dormant. (*Starship Log*: 'Genesis' [TNG]) **SEE FILES 43, 69**

user code clearance

The name given to a password that is required to access the control systems aboard a **Federation** starship. (*Starship Log*: 'Hero Worship' [TNG]) **SEE FILE 69**

Ustard, Subcommander

This **Romulan** officer died in a mysterious **transporter** malfunction, during the period that **Elim Garak** was employed as a gardener by the **Cardassian Embassy** on **Romulus**. (*Starship Log*: 'Broken Link' [DS9]) **SEE FILE 70**

Utopia Planitia Fleet Yards

Federation starship construction base, with facilities located on both the surface of **Mars** and in orbit above the planet. The **U.S.S. Enterprise NCC-1701-D** was built here, under the supervision of **Commander Orfil Quinteros**, with **Dr. Leah Brahms** contributing significant engineering innovations. **Benjamin Sisko** served at the *Utopia Planitia Fleet Yards* for three years following the battle at **Wolf 359**, and contributed to the design of the **U.S.S. Defiant NX-74205**. The **U.S.S. Voyager NCC-74656** was constructed at this facility prior to its launch in 2371. (*Starship Log*: '11001001' [TNG]; 'The Search', Part I [DS9]; 'Relativity' [VOY]) **SEE FILES 32, 69, 70, 71**



▶ **Starfleet's most prestigious docks, the UTOPIA PLANITIA FLEET YARDS, are in geosynchronous orbit of the planet Mars.**

uttaberries

This fruit, which resembles a blueberry, is indigenous to the planet **Betazoid** and is a favourite of **Lwaxana Troi's** attendant, **Mr. Homn**. (*Starship Log*: 'Ménage à Trois' [TNG]) **SEE FILE 69**

uttaberry crêpes

Quark's Bar served this food on **Deep Space Nine**. **Benjamin Sisko** ordered uttaberry crêpes in 2370. (*Starship Log*: 'Armageddon Game' [DS9]) **SEE FILE 70**

Ux-Mal

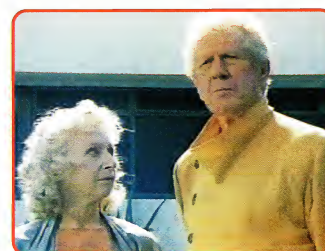
A star system located in the **Alpha Quadrant**. The planet **Mab-Bu VI** had a moon that was home to a number of noncorporeal criminals, and was located in this system. Three of these beings tried to take over the **U.S.S. Enterprise NCC-1701-D** when it visited Ux-Mal in 2368. (*Starship Log*: 'Power Play' [TNG]) **SEE FILE 69**

Uxbridge, Kevin

This **Douwd** energy being, who masqueraded as a human botanist for more than 50 years, was the sole survivor of the colony on **Delta Rana IV** that was attacked by the **Husnock** in 2366. In revenge, Uxbridge annihilated the entire Husnock race, and lived in isolation thereafter with an image of his human wife, **Rishon**, who had died in the raid. (*Starship Log*: 'The Survivors' [TNG]) **SEE FILE 69**

Uxbridge, Rishon

The human wife of **Kevin Uxbridge**. Rishon was a botanist like her husband, and also composed **tao-classical** music. She died in 2366, aged 82, following an attack on her home colony on **Delta Rana IV** by the **Husnock**. Following Rishon's death, Kevin Uxbridge created a new version of his wife who was unaware of her earlier demise. (*Starship Log*: 'The Survivors' [TNG]) **SEE FILE 69**



▶ **Rishon Uxbridge had no idea that her beloved husband Kevin was actually a Douwd energy being.**



V

var'Hama candle

A **Klingon** ceremonial candle, traditionally lit by a bride as a welcoming gesture toward the matriarchal figure of her groom's household. Conventional manufacturing practice involved hunting three **targ** in the **Hamar mountains**, sacrificing them at dawn, and boiling the shoulders into tallow from which the var'Hama candles are moulded. By 2373, replicated candles were commonly available, but diminished the welcome if they were detected. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]) **SEE FILE 70**

▶ **Jadzia Dax's replicated var'Hama candles did not impress Sirella.**



V'Ger

This name that was used by the transformed version of the **Voyager VI** space probe, which had been launched from Earth near the end of the 20th century. The probe arrived on a planet of sentient machines, who altered its capabilities so that it could "learn everything that could be learned," before passing that knowledge on to its creator. V'Ger could also destroy what it studied, which placed Earth in danger when the probe returned to the planet in 2271. The refitted **U.S.S. Enterprise NCC-1701** was dispatched to prevent V'Ger from threatening Earth, which occurred when the probe merged with the human **Captain Willard Decker**. (*Starship Log*: **Star Trek: The Motion Picture**) **SEE FILES 42, 43, 72**



▶ **Captain Willard Decker physically joined with V'GER in 2271, in order to prevent the transformed probe from destroying planet Earth.**

V'Shar

The **Vulcan** security force, who report to the Vulcan government. In 2370, **Tallera**, an agent of the **Vulcan isolationist movement**, claimed to be a member of the V'Shar. (*Starship Log*: 'Gambit', Parts I and II [TNG]) **SEE FILES 8, 69**

Vaadwaur

A **Delta Quadrant** species of merchants and scientists who, for 900 years, traveled to distant worlds using **subspace corridors**. Their enemies, such as the **Turei**, consider them aggressive, genocidal conquerors. Ancient **Talaxian** folk tales seem to support this view. (*Starship Log*: 'Dragon's Teeth' [VOY]) **SEE FILES 18, 71**



▶ **The sophisticated computer known as Vaal was worshipped as a god by the inhabitants of Gamma Trianguli VI. Captain Kirk destroyed Vaal in 2267, giving its subjects their freedom.**

Vaal

A computer that ruled the planet **Gamma Trianguli VI**, providing the simple human population with idyllic surroundings in exchange for fuel. The **U.S.S. Enterprise NCC-1701** encountered Vaal when the starship was crippled by its planetary defense system. Prolonged **phaser** fire eventually destroyed Vaal, allowing the inhabitants of Gamma Trianguli VI to live their lives as they saw fit. (*Starship Log*: 'The Apple' [TOS]) **SEE FILES 18, 58, 68**

Vaatrik

This **Bajoran**, who lived on **Terok Nor** during the occupation of **Bajor**, was suspected of being a **Cardassian** collaborator. Vaatrik was married to **Pallra**, and ran the pharmacy on the station before he was killed by resistance member **Kira Nerys** in 2365. (*Starship Log*: 'Necessary Evil' [DS9]) **SEE FILE 70**

Vacca VI

This **Class-M** planet, located in the **Cabral Sector** of the **Alpha Quadrant**, was where the surviving **Boraalans** were relocated to in 2370. The Boraalans' own world became uninhabitable when its atmosphere began to dissipate. (*Starship Log*: 'Homeward' [TNG]) **SEE FILES 18, 69**

vacuole

SEE subspace vacuole

Vadosia

This **Bolian** ambassador visited **Deep Space Nine** in 2369 to study the **Bajoran wormhole**. (*Starship Log*: 'The Forsaken' [DS9]) **SEE FILE 70**

Vadris III

This planet was occupied by beings who believed that they were the sole intelligent species in the universe. Archeologist **Vash** turned down **Q's** offer to take her to Vadris III. (*Starship Log*: 'Q-Less' [DS9]) **SEE FILE 70**

Vagh

The **Klingon** governor of the **Kriosian system**. When the Kriosians rebelled in 2367, aided and prompted by the **Romulans**, Vagh mistakenly accused the crew of the **U.S.S. Enterprise NCC-1701-D** of stirring the unrest. He was almost assassinated by **Geordi La Forge**, who had fallen under Romulan mind control as part of a plan to disrupt the Klingon and **Federation** alliance. (*Starship Log*: 'The Mind's Eye' [TNG]) **SEE FILES 18, 69**

var'Hama candle

V'Ger

V'Shar

Vaadwaur

Vaal

Vaatrik

Vacca VI

vacuole

Vadosia

Vadris III

Vagh

Vagra II

vajhaq

Vak clover soup

vakol fish

Valdemar NCC-26198, U.S.S.

Valek, Jal

valerian root tea

Valerians

Valeris

Valiant, S.S.

Valiant NCC-1223, U.S.S.

Valiant NCC-74210, U.S.S.

Valjean

Valkris

Valley

Valley Forge NCC-43305, U.S.S.

Valley of Chula



▶ **In 2376, Seven of Nine revived a sleeping member of the Vaadwaur race without first consulting her superior officers.**



▶ **Dr. Julian Bashir showed Vadosia, a Bolian ambassador, around station DEEP SPACE NINE in 2369.**





Vagra II

Located in the **Zed Lapis sector**, this planet was where **Chief of Security Tasha Yar** of the **U.S.S. Enterprise NCC-1701-D** was killed. Its sole inhabitant was **Armus**, an evil being who was left behind when the remaining population departed. (*Starship Log: 'Skin of Evil' [TNG]*) **SEE FILE 69**



▶ **An away team from the U.S.S. ENTERPRISE visited Vagra II in 2366. Chief of Security Tasha Yar lost her life on the planet when she encountered the evil creature known as Armus.**

vajhaq

A game played by the population of the **Gamma Quadrant planet Meridian**. (*Starship Log: 'Meridian' [DS9]*) **SEE FILES 5, 7, 70**

Vak clover soup

This broth, considered decent food, was served by **Quark** to his former colleague **Fallit Kot** in 2371. (*Starship Log: 'Meridian' [DS9]*) **SEE FILE 70**

vakol fish

This underwater creature, found on a planet in the **Delta Quadrant**, had the ability to increase its size. (*Starship Log: 'State of Flux' [VOY]*) **SEE FILE 71**

Valdemar NCC-26198, U.S.S.

In 2370, this **Ambassador-class Federation** starship was sent to patrol the border of the **Demilitarized Zone** separating Federation and **Cardassian** space. (*Starship Log: 'Tribunal' [DS9]*) **SEE FILES 31, 70**

Valek, Jal

In 2372, this individual was the leader of the **Oglamar** sect of the **Kazon**. (*Starship Log: 'Maneuvers' [VOY]*) **SEE FILE 71**

valerian root tea

Counselor Deanna Troi, of the **U.S.S. Enterprise NCC-1701-D**, enjoyed this drink. (*Starship Log: 'Second Chances' [TNG]*) **SEE FILE 69**

Valerians

A race believed to have supplied the **Cardassians** with essential materials during their occupation of **Bajor**. In 2369, **Major Kira** wanted to refuse a Valerian ship permission to dock for repairs at station **Deep Space Nine**, but her wishes were denied. (*Starship Log: 'Dramatis Personae' [DS9]*) **SEE FILE 70**

Valeris

Vulcan Starfleet officer who plotted with others to assassinate **Klingon Chancellor Gorkon** in 2293. Valeris was the first Vulcan to graduate at the head of her **Starfleet Academy** class, and had been mentored by **Spock**. Her involvement in the plot stemmed from a resistance to the changes peace between the **Federation** and the **Klingons** would bring. She was arrested at the **Khitomer peace conference**. (*Starship Log: Star Trek VI: The Undiscovered Country*) **SEE FILES 6, 43, 77**

▶ **Valeris opposed the alliance between the Klingons and the Federation.**



Valiant, S.S.

Pioneering Earth spaceship, that was carried out of the Milky Way Galaxy into the **galactic barrier** in 2065. Contact with the barrier transformed one crew member into an almost omnipotent being, and the ship's captain had to engineer the destruction of the **Valiant** to prevent his crew from returning to threaten Earth. (*Starship Log: 'Where No Man Has Gone Before' [TOS]*) **SEE FILE 68**

Valiant NCC-1223, U.S.S.

A **Federation** starship, destroyed in 2217 after making contact with the **Alpha Quadrant planet Eminiar VII**. The ship was a casualty of a computer-run war between Eminiar VII and its neighboring planet **Vendikar**. (*Starship Log: 'A Taste of Armageddon' [TOS]*) **SEE FILE 68**

Valiant NCC-74210, U.S.S.

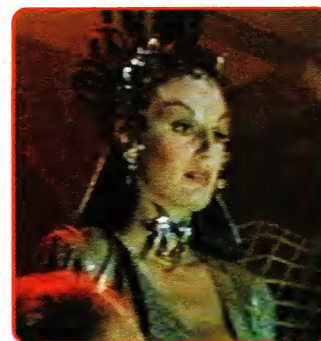
Defiant-class Federation starship. Under the command of **Captain Ramirez**, the **Valiant** undertook a training mission while crewed by cadets from **Starfleet Academy's** prestigious **Red Squad**. Following an encounter with the **Cardassians** at **El Gatark**, the dying Ramirez passed command of the **Valiant** to **Cadet Tim Watters**. The **Valiant** spent the next eight months behind **Domination** lines, until the ship was destroyed on **Stardate 82518**, during a foolhardy attack on a new **Jem'Hadar Warship**. (*Starship Log: 'Valiant' [DS9]*) **SEE FILE 70**



▶ **Red Squad cadets helmed the U.S.S. VALIANT for eight months.**

Valjean

Hero of Victor Hugo's novel 'Les Miserables', who was tirelessly pursued by the forces of the law, despite having only committed a minor offense. **Maquis** leader **Michael Eddington** considered himself a similarly noble and romantic character. (*Starship Log: 'For the Uniform' [DS9]*) **SEE FILE 70**



Valkris

This female **Klingon** copied top secret data on **Project Genesis** from the **Federation** and gave it to the Klingons. She read the material before passing it over, and was killed by Klingon **Commander Kruge** for doing so. (*Star Trek III: The Search For Spock*) **SEE FILES 34, 48, 74**

▶ **Commander Kruge made sure that his fellow Klingon Valkris died an honorable death.**

Valley

An area on the **Alpha Quadrant planet Beta III**. In 2267, a landing party from the **U.S.S. Enterprise NCC-1701-D** claimed to be from the Valley. (*Starship Log: 'Return of the Archons' [TOS]*) **SEE FILE 68**

Valley Forge NCC-43305, U.S.S.

This **Excelsior-class Federation** starship participated in the invasion of the **Cardassian-held Chin'toka system** in 2374. (*Starship Log: 'Tears of the Prophets' [DS9]*) **SEE FILE 70**

Valley Of Chula

A noted beauty spot on **Romulus**. It was recreated for the benefit of **Romulan defector Alidar Jarok** in the **holodeck** on the **U.S.S. Enterprise NCC-1701-D**, but he was not comforted by the sight in his hour of desolation. (*Starship Log: 'The Defector' [TNG]*) **SEE FILE 69**